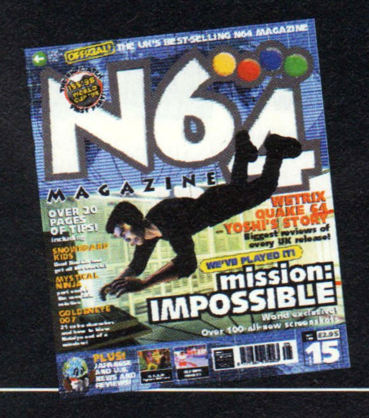

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ISSUE 15

HOW N64 WORKS

N64 Magazine is Britain's best selling Nintendo 64 mag. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!





Welcome to N64 Magazine

It's been an undercover sort of month on N64 Magazine. First of all we infiltrated EA's secret, luxury country hideaway and stole a play on *World Cup '98* (and met some wonderfully urbane people in the process). The following week we flew to France, snuck past the guards on Infogrames' gates and became the first magazine in the world (and we don't lie) to actually play *Mission: Impossible*. We didn't have to be quite so stealthy with *ISS '98* or *Forsaken* – they came to us – but they both look like excellent games as well.

It's come to our attention – since Jonathan's sad departure – that we have been accused of going, well, a bit soft. This is nonsense, of course, but just so that there's no doubt, we have the greatest pleasure in introducing an all-new member of Team 64: Mr Martin Kitts. Martin has been playing computer games since mastering *Horace Goes Skiing* on the Spectrum 48k, and takes a very tough line with anything he feels doesn't come up to scratch. *G.A.S.P! Fighters NEXTream* and *Olympic Hockey* were the objects of his ire this month, and you can read his debut reviews on pages 58 and 64, respectively. Don't try to stare him out, though. Or spill his pint.

Wil had real trouble fulfilling his promise of including 100 *Mission: Impossible* grabs, so 16 have had to find their home here. These are the only true screenshots to have escaped from Infogrames and we took them ourselves. If you see them anywhere else, you know where they've been nicked from.

I'm not allowed to write much more – we've got to squeeze in these pictures you see. Enjoy the issue. Here's to the next one having a Z in it.

JAMES ASHTON
EDITOR





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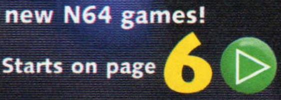
MISSION: IMPOSSIBLE

WORLD EXCLUSIVE!
We're the only mag in the world to have played it – here's what we found. 36



Reviewed, rated... and completed!
Starts on page 44





N64 FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6



HOW TO...

Guides to ease you through life.

Starts on page 66



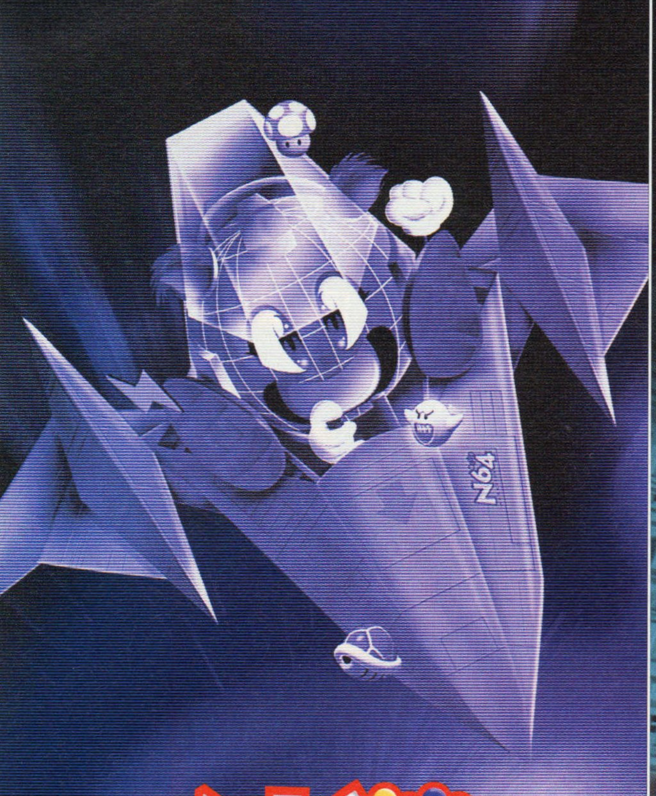


PLANET 64

NINTENDO 64 NEWS CENTRE

Starts on page 18

REGULARS



N64 MAGAZINE

FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 24!

GO! GO!



FIRST PLAY OF ACCLAIM'S 360° FUTURISTIC BLA

Cerbero had better watch out – six kills to the good, Beard is hot on the trail of the G.O.M.

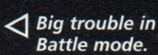



Hull Critical! If they don't watch out, they'll be playing non-league football next season.




By far the best lighting effects we've ever seen.

Big trouble in Battle mode.




FORS

In the year 2113 Earth will, apparently, be ripped from its orbit and sterilised by solar radiation. Devoid of intelligent life, the barren planet will become prey to terrifying gangs of mercenary space bikers with testosterone-happy names like L.A. Jay, Rex Hardy, and Beard. ***(Beard?)*** These hairy monstrosities will fight it out with each other for the right to scavenge various deserted underground labyrinths. Their prize? Well, apart from liberating the planet from the scourges of the Mechanised Defence Force (MDF – without which BBC's 'Changing Rooms' would not be possible), there is a legendary Golden Orb of Matter, of great religious significance, up for grabs. And the cause of all this mayhem? You guessed it, it's those crazy fool scientists, ***meddling in things they just don't understand.***

Still reading? How many Hollywood producers would sit through a pitch like that? However, this is the world of video games, where plot is largely inconsequential and look-and-feel is everything. And judging by the pre-production version of *Forsaken* we played, it looks as though Iguana UK could be on to something special.

Forsaken's basic premise will be familiar to players of *Doom* clones the world over: Strafe across corridors, take pot-shots at opponents, and get completely lost in sprawling mazes. Where



△ Beam Lasers – a highly effective alien extermination device...

▽ See what we mean!





△ You'll have to be armed to the teeth to dispose of the Dreadnought boss.

◁ Some tanks, somewhere in a vast hangar.

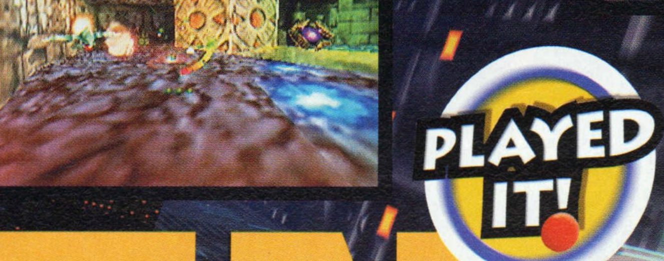
Racking up a large number of kills is the key to success here. ▷



△ Burn, baby, burn. Too much firepower for this lowly breed of enemy, methinks.

Manmek takes offence as **N64** spill his pint. ▷





PLAYED IT!

AKEN

going underground

Forsaken differs though, is in its total 360° environment. You'll be pottering along on your anti-gravity hoverbike looking for trouble and suddenly *BOOM!* You're splattered all over the walls by an enemy, hiding in a tunnel right above your head.

Well maybe *Descent* did it first (on the PC), but *Forsaken* does it bigger, brasher, faster and prettier than anything we've seen before. The

Forsaken certainly looks set to be one of the most graphically stunning games so far.

GO! GO! ▷



Your Mission

Most of *Forsaken*'s levels seem to rely on the timeless concept of 'Kill Everything That Moves'. You travel round the tunnels blasting away at anything you see and, once the level is a baddie-free zone, you are whisked away to fight in a new one. If you're good enough, you may be taken, *Starfox* style, to an alternative level with a little more challenge.

In fact, the best parts of *Forsaken* are those which require a little more thought. For example, the best level we saw involved protecting a nuclear bomb drone as it trundled along a track swarming with enemies. There are also bosses to tackle, ranging from the weedy Metatank to the hard-as-nails Ramoan.









Not so much a case of Kill Everything, as Be Killed by Everything.

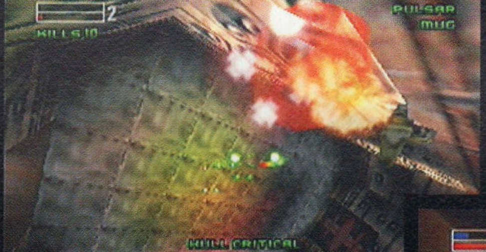
Metatank again – he still hasn't forgiven us.

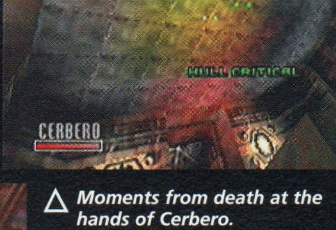
Shoot the switch on the wall to raise the drone up to the next section



Shot down in flames.

This is the utterly unplayable third-person view.





Moments from death at the hands of Cerbero.





Those pretty floaty things are power-ups.







Dreadnought lets one fly.

The incoming laser fire here reminded us of the trench scene in Star Wars.



game really does look a visual treat. Fire off a few slow rounds into a dark corridor and the area around is lit up perfectly as the shots bounce off the walls and away into the distance. It's an absolutely jaw-dropping special effect, and one we saw about ten times every second when things got frantic. The movement is as smooth as *Turok*, but faster and with no fogging, and there is no discernible slowdown. *Forsaken* certainly looks set to be one of the most graphically stunning games so far.

Of course, the most important ingredient in any top flight N64 game is the way it plays. With *Forsaken* set to occupy a hefty 128M cart it's unlikely to be cheap, and you want some replay value for your money, don't you? So, exactly how *does* it play?

To be honest, our first impressions weren't all that favourable. Iguana seem to be unsure of how to convert the PC version's keyboard control system to the N64's joypad and, consequently, have included a bewildering array of control options (there are 14 in all). We eventually settled on number 11, a *Turok*-style set-up using the C-buttons for movement and the analogue stick for direction, but this wasn't entirely satisfactory – since *Forsaken* involves vertical motion, A and B are used to strafe up and down. Just try hitting A while pressing Top-C, and simultaneously using the joystick, Z and R to fire, and the D-pad to change weapons. Highly confusing. Perhaps a user-defined control option,

The movement is as smooth as Turok, but faster and with no fogging...



Kill your friends

Forsaken already has a tasty multiplayer set-up in place. You can battle against three other players, human or CPU, competing to be the first to a predefined number of 'frags' or to be the last man standing. The speed of the game makes it very difficult to tell just who you're shooting at, but the satisfaction of seeing your friends explode in a shower of blood and power-ups makes up for the character's lack of individuality. Of course, Nintendo may get a little squeamish about the gore, but you can expect Iguana to include a 'Blood on' option as a cheat code.





△ Eat my Scatter, flying trashcans!

△ The Green Circle of Doom? Oh yes.

◁ Meet Mr Transpulse, prettiest of all power-ups.



△ A third-person view of a shield at work.

◁ The blue lights mean we're trapped in a go-slow forcefield, enabling this tank to use us for target practice.

or automatic vertical strafing to get over or under obstacles would be a helpful addition to the final game.

The difficulty level may also be tweaked for the final version. Even with the finger-twisting control system we managed to sail through the first four levels with a bare minimum of effort, and no lives lost. Admittedly, things got a lot tougher after that, and further investigation would have ground to a halt were it not for the level select cheat thoughtfully supplied on the development cart we played.

Players with enough spare pads are catered for with a fine four-player deathmatch mode, and the game doesn't appear to lose any of its speed or detail with all four windows active. There's also a Battle mode (which pits you against a series of increasingly difficult CPU opponents in a fight to the death), a horrible Casio-keyboard-demo tune (which'll, hopefully, be removed from the finished version), and a rumbling voice-over by American Movie Trailer Announcer Bloke, Rock Hard. And a character called Foetoid.

We really can't wait for this one, and rest assured **N64** will bring you the news, good or bad, when *Forsaken* is released in June. Our breath has been well and truly baited...



TO BE CONTINUED... Issue 17 will be the one to watch for a massive *Forsaken* review.

THE SEQUEL TO THE WORLD'S GREATEST FOOTBALL GAME!





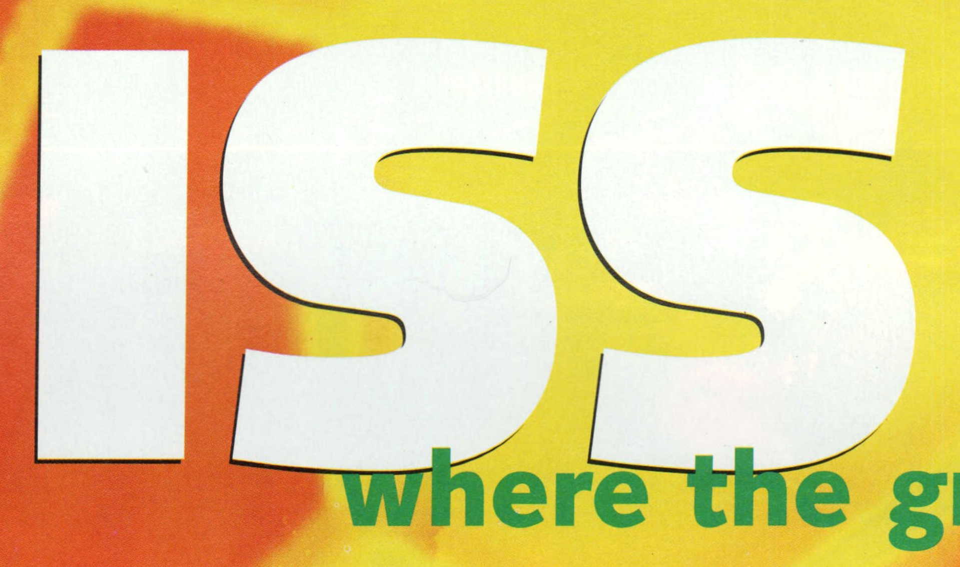

△ New ref kits, see? And updated team shirts as well.

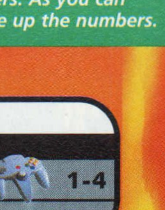


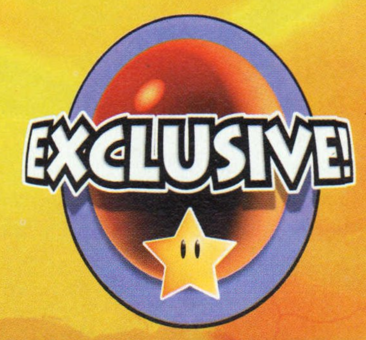
You can still replay the best action at will. ▷



△ All the teams that qualified for the World Cup are in there, plus a few others. As you can see, Wales are there to make up the numbers.



ISS '98
KONAMI
June

1-4
UK release June



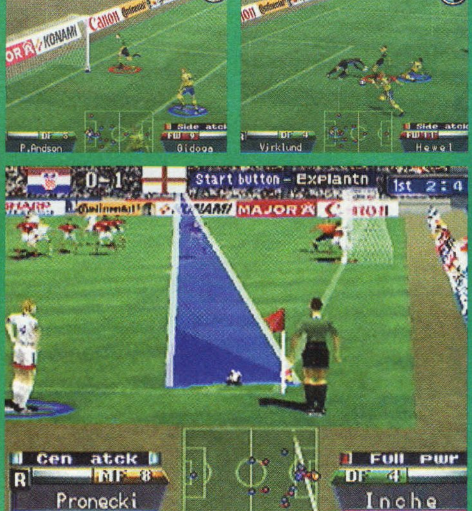






"Go on, lads. Everybody out", he's saying. Except, of course, in Swedish.

Brazil and Argentina. Many people's tips for the final. Idiots.



'98

s grows greener

Indisputably, *ISS64* was, by a long, long way, the best football game on *any* platform. It was better than *Actua Soccer*, better than *FIFA*, better than *ISS Pro* on the PlayStation, better even than *Virtua Striker* in the arcades. And yet, Konami's in-house Major A team still chose to take the game back in and improve it. And the results are amazing.

Much of what has changed in *ISS '98* will go unnoticed if you merely pass through the game on autopilot. The controls are the same (except for the new, improved swerve button which has changed position from the shoulder buttons to Z, and now works with a pleasant degree of ease), the options remain largely unchanged and the basic player animations are as fluid as the first game and *still* put *FIFA* to shame.



But, study the in-game proceedings more carefully and you'll notice that *ISS '98* actually differs quite dramatically from its predecessor. Cosmetically, the graphics have been streamlined, with the individual players displaying some fantastic new motion-capture, including goal kicks (which look not dissimilar to Schmeichel's famed hip-twister), feints, sidesteps and the ability to slow up, using increasingly smaller steps if the ball runs past the by-line and out of play (this last one is absolutely inspired).

Also, depending on the weather conditions in the game, the ball *genuinely* reacts differently and so too do the players, particularly if the side you are playing as happen to be a weaker nation. So, for example, a wet pitch will not only see water flecking up off the ball as it glides across the turf, but also cause players to feel the effects of a heavier pitch, slowing them down during the last third of the match. Warmer climates also pose their own problems, but you can tailor your team to the conditions, as *ISS '98* has an in-game barometer to give you an idea of the weather, John Kettley-style. Oh, and stadiums in Brazil and Africa will be warmer than stadiums in England and Europe. Like *real life*.

And real life doesn't just stop there, either. Like Konami's 1999-bound *Castlevania 64*, there's a fabulous day/night system now instigated, whereby matches that start in early evening will gradually drift into darkness as the game goes on and, eventually, proceed via floodlights. (Incidentally, player shadows in *ISS '98* are wonderful, easily surpassing those found in *ISS64*.) Why hasn't anyone else ever thought of doing this?

Think of *ISS64* and you remember how it thrived on the little footballing things: the *clink* of the goalpost as a ball struck it, or the referee booking a player. Well, *ISS '98* has added some extra stuff. One of our new favourites is the ability of the players to dive, even if contact hasn't been made, often resulting in useful set pieces in and around the penalty area. Additionally, and equally as dodgy (though, possibly not as sneaky), is the mid-air tackle, where you can stick your studs into an opponents midriff and injure them. Card or not, it's worth it just to see the brand new physio run onto the field, get out the 'magic spray' and cover the player's leg in a fine mist.

Of course, we've yet to even mention that players in a defensive wall can now jump (using Z) when the ball is played over them; or that goalkeepers have enhanced AI, allowing them to punch the ball or leap up and catch it; or that there are now 54 teams; or that there are stretcher-bearers to pick up injured players; or that team motivation dips according to how you're playing and who's wearing the captain's armband.

But, still. There's always the review in a month or so's time, eh?

GO! GO!





SIGNING ON

Tomas Brolin? Jordi Cruyff? Ravanelli? Luis Boa Morté? They were useful. Still, *ISS '98*'s new players should make more of an impression...

Options

Some people won't be interested in the management of the team, but dressing room tactics have always been like that. If you are, though, there's a wealth of new strategies to sink your teeth into. Indeed, there's almost double the amount, as well as extra formations and the ability to engineer free kicks and corner kicks and physically chop and change runners, attacking players and defending players. Oh, and there's a much more advanced Create Player set-up too, where you can choose hair, facial features, weight, height and skills.

And if the lack of licensed names is depressing you, you can go about changing them too.



Views

There was some criticism (though, not much) that *ISS64* didn't have enough choice in camera angles. In fact, compared to something like *FIFA*, it probably only had a quarter of what it could have had.

Now, though, there are two distinctly different viewpoints: the default of the first game, with an added zoom in/out facility, and the brand spanking new vertical play, which switches proceedings the way of *Sensible Soccer*. This is playable enough when the camera's pulled out but, up close, it's difficult to get a feel for the game. Give it a try, but – in our humble opinion – the default setting is still by far the best.





Referees

Throughout *ISS '98* you'll be rightly impressed by the attention to detail. Not just in the Little Things™ we've already talked about, but in proper footballing rules-things. Like the match officials, here, who are kitted out in FIFA regulation strips and who, more appropriately, now substitute from the sidelines using the proper digital boards. Now, forgive us if we get a little *too* excited over such a small thing, but THAT'S FANTASTIC! It's just like the real thing! Erm, again. Also of interest maybe the fact that *ISS '98* is the first football game ever to have the referee and his two linesman on the field all the time, even during play.

Celebrations

You'll have to score plenty of goals past the newly-improved goalkeepers to see all the new celebration routines. However, the old favourites have also been kept on, including the (cough) Emerson-style samba and the arm-straight-ahead-and-racing-to-the-crowd-rather-excitedly action of no one in particular. One new one that cropped up during our all-too-brief sojourn with the 80% complete Konami cart, was the ruffling of the goalscorer's hair by his team mates. Presumably, though, if you're Lombardo this doesn't hold quite so much appeal.





Direction Arrows

Okay, so this is the one part of *ISS '98* that's already been done in *FIFA*. But, crucially (sigh), *ISS '98* has taken the idea and turned it into something just a little bit better. Instead of *FIFA's* good-but-slightly-camp bendy arrow, *ISS '98* has two separate arrows, one on top of the other. The top one allows you to adjust the height of the ball from set pieces then you simply have to chose your power and direction.





Galaker. Geddit? It's a bit like Gallagher, but without a licence. Still, you can just as easily change it.

FIFA subs boards, see? Brilliant. And new warm-up routines. Stretch those legs, eh?

It's no good pleading your innocence, son. He saw you do it. Might as well book him, anyway. He's only from Uzbekhistan.



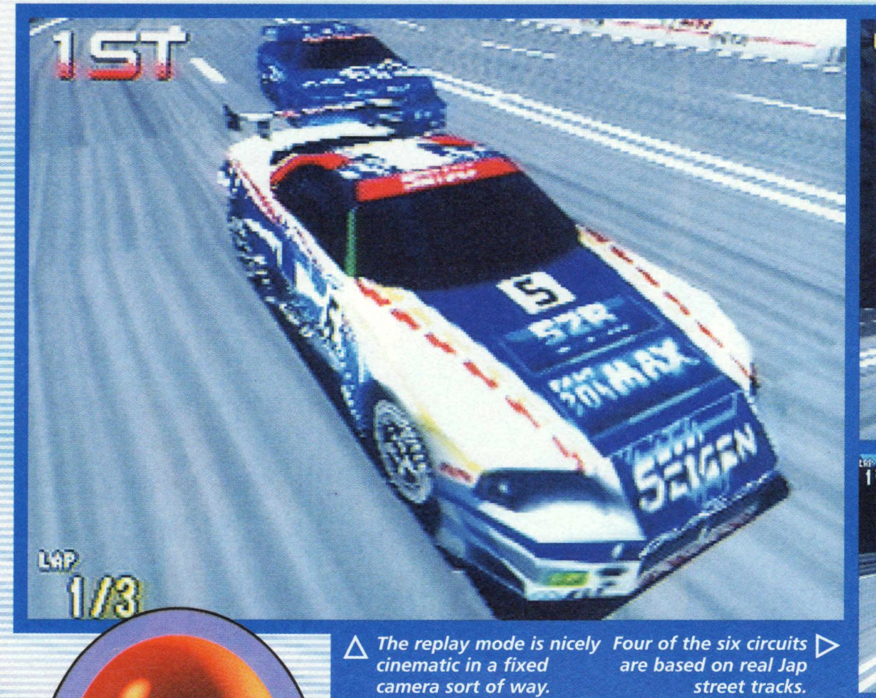
Velvet Tone

And meet the final – and most prominent – addition to *ISS '98*'s massively rotund package: Tony Gubba. The Gubster's been on the footballing circuit for years but has, sadly, never really raised himself above the Gerald Sinstadt-like quagmire that is the end-of-Match-of-the-Day round-up. Still, there's plenty to be said for his television commentary which encompasses such marvellous sports as ice hockey, the luge and, erm, speed skating at the Winter Olympics. He's also the first man to produce 5,000 kilo joules of energy from his solar-panelled forehead. Good on you, Tone!

His commentary in *ISS '98* is, we have to admit, far better than last year's old toiler, um... actually, we've forgotten his name he was so good. This time round, there's nowhere near as much, "There's fresh blood coming in" and, instead, far more, "Watch this attack *very* carefully". Which, when all's done and dusted, is nice. Another couple of gems from the man Gubbins are, "Just look at that pass!" when you push it across the back from central defender to central defender, and his pronunciation of Uzbekhistan which comes out sounding more like a Hungarian meat dish. Still, welcome aboard Gubsy. We look forward to your fully-finished appearance.

TO BE CONTINUED... We might well have a review of *ISS '98* in the very next issue.

EXCLUSIVE FIRST PICS OF OCEAN'S BRAND NEW RACING GAME





The replay mode is nicely cinematic in a fixed camera sort of way.

Four of the six circuits are based on real Jap street tracks.

FIRST PICS!

EXCLUSIVE!

GT

it's the only way to





The 'sparks from under the car' effect must be outlawed. Now.

Fans of Japanese GT cars will recognise the cars and the drivers.

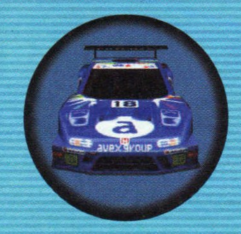
















Not *GTi Club* (the Konami coin-op) or *Gran Turismo* (Sony's latest hype-fuelled wonder-disc), *GT 64* is Genki's follow up to *Multi-Racing Championship* – the first proper racing game on the N64. This time though, rather than the game sneaking out in Japan or America before the UK, Ocean have ensured that Europe will see the game first.

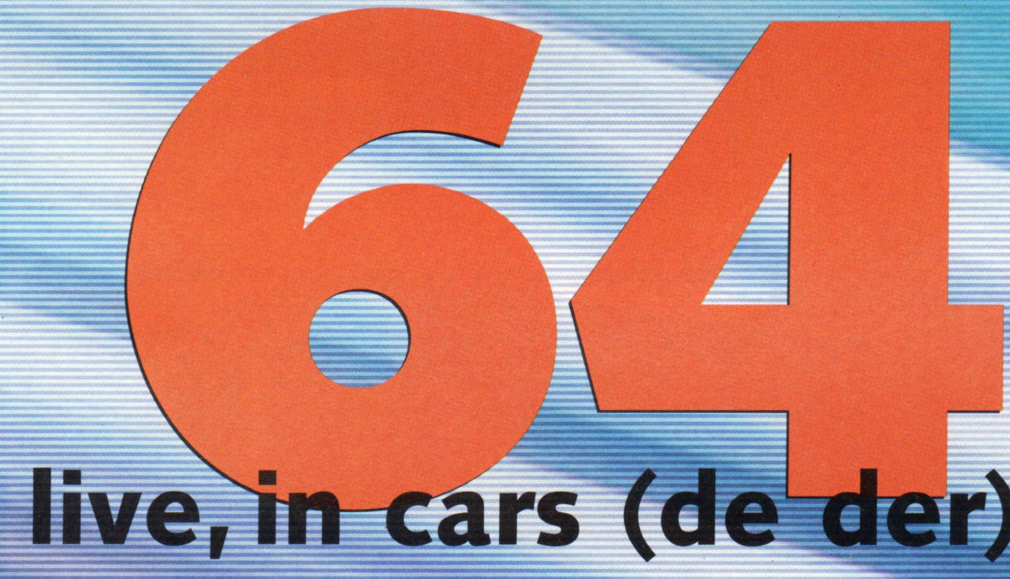
Based on the GT racing championship which draws massive audiences in Japan, *GT 64* fancies itself as a fully-fledged driving simulation – along the lines of *F1 Racing*, only better. Obviously. The cars included are the real GT racers that tear around Japanese circuits and include Porsches, Lamborghinis and the very fast, but slightly less glamourous Nissan Skyline. Also, because the game has the official licence for the race series, all the cars carry the official sponsorship decals and paint jobs. This doesn't affect the gameplay in the slightest, of course, but it does make it look pretty cool.

There are six different circuits – double the count in *Multi-Racing* – with some based on racetracks and others through city streets. On our first play of the game it was the graphical standard of the tracks that was the first stand-out feature. The level of detail in the roadside objects was impressive and the absence of the white misty stuff to disguise pop-up was great to see. In fact, even with the cars zipping along at top speed, and many of the tracks including some excitingly-long straights, there was an almost complete lack of the old landscape-building-up-only-moments-before-you-get-there syndrome.

The actual racing dynamics of *GT 64* are quite different to any of the N64's previous racers. Because the game is more of a simulation than *Multi-Racing* or – ahem – *Automobili Lamborghini*, full speed cornering using power slides has been replaced by a more realistic brake, turn and accelerate procedure. Enter a corner too quickly without braking, and you'll find yourself careering straight on against the turn of your wheels. If you brake correctly, start to turn, but step on the power too quickly, your back wheels lose grip, smoke and the whole back end of the car steps out of line, sending you into a spin. One nice aspect of the game is the way that the automatic gearboxes kick-down a couple of gears if you start to spin your wheels, increasing grip and changing the engine noise from a high-pitched scream to an impolite grumble.

Continuing the simulation theme, Championship Mode requires you to pre-qualify for each race and then, if you're feeling strong, opt for a 24 lap race with car damage taking its toll and pit stops an integral part of a successful strategy. However, for the more faint of heart, the fully customisable options allow for shorter, less complicated and far more arcadey blasts of action.

Ocean have obviously been cracking the whip over at Genki and *GT 64* will be on sale at the end of May. We'll have an exhaustive review in the next issue. They're great these bolts from the blue, aren't they?

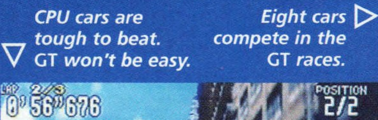






△ You need to brake into each corner or it's curtains for sure.





CPU cars are tough to beat. GT won't be easy.

Eight cars compete in the GT races.



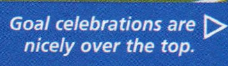
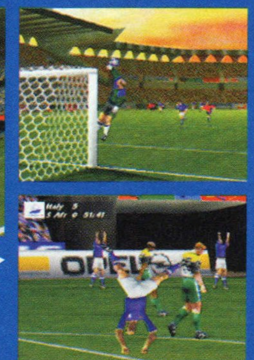
For variety's sake, two tracks are set in the country.



TO BE CONTINUED... We'll be first on the grid with a *GT 64* review in issue 16. BROOM!

FIRST PICTURES OF FIFA: RTWC'S GROWN UP WORLD CUP COUSIN



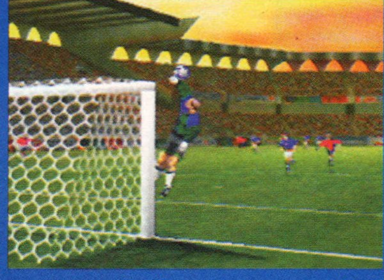

Goal celebrations are nicely over the top. ▷

◁ England celebrate their impressive draw with the Swiss.

WORLD
the game's afoot



World Cup '98	
ELECTRONIC ARTS	
May	1-4
UK release May	


△ Goalkeepers are a good deal more intelligent now.

◁ Notice the real-life sponsors' hoardings around the ground. THAT'S how official World Cup '98 is.

▽ Heads it back across the face.

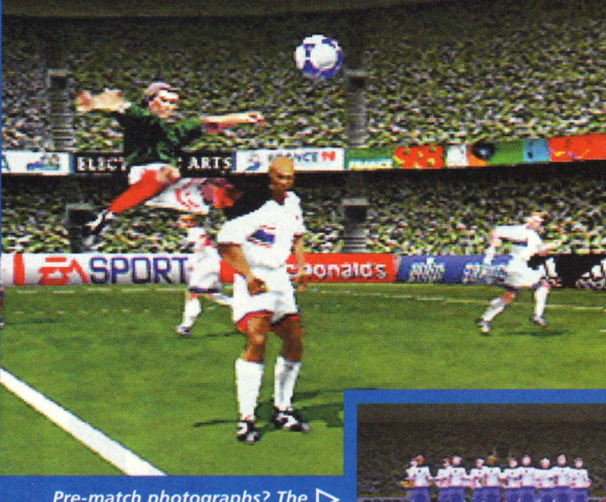







The bloke on the left is actually looking at the ball. Sweet.

Fly-kick to the head. It won't endear you to the referee.





Pre-match photographs? The national anthem? Give in.

Intro alert. Sun flares straight out of 1080° as well.





EA would like it pointed out – in the strongest possible terms – that *World Cup '98* is not 'just another *FIFA* game'. Sure, it may share a development house with the *FIFA*s, and it may borrow a certain amount of the programming technology here and there, but to say that it's the second *FIFA* game in roughly six months would be ENTIRELY WRONG INDEED. Glad that's cleared up.

What *World Cup '98 is*, though, is the *only* officially licensed World Cup game. While roughly a million software companies line up across the world to fill every screen of every conceivable games machine with World Cup-fuelled footy action, every one – bar *World Cup '98* – will have to make do with 'World Championships' and 'International Cups'. Only EA's game has the teams, the players, the stadiums, the correct tournament structure and a blue cockerel called 'Footix'. So much for those rumours that EA had lost the licence.

The N64 version of the game was at the 'Beta' stage when **N64** Magazine got a chance to road test it a few weeks ago. Everything that's going to be in the game is in there, and the only thing left to be done is to tune out the bugs and tweak everything to perfection. Visually, the game is very reminiscent of *FIFA: Road to the World Cup*, but the level of detail on the players has been increased slightly – even if they do remain some of the ugliest men you'll ever see. Kits are, as you'd expect, the correct versions you'll watch in the World Cup and – if you're a fan of French sporting architecture – you'll quickly recognise the ten stadia that are to host the 1998 finals.

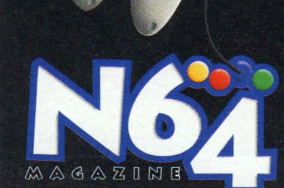
When it comes to playing the game, *World Cup '98* is initially confusing. While the graphics lull you into a familiar *FIFA* button-set, you soon find that, apart from Pass and Shoot, everything has been scrambled round. Lobs, step-overs, barges, sliding tackles, push-aheads, through-balls (yes, *ISS64*'s finest feature is included) all take place in varying positions over the C-buttons, with R and Z called in occasionally for other more complex features. One thing that remains the same – *FIFA*'s advantage or disadvantage, it's a personal thing – is that passes must be carefully directed with the analogue stick, rather than occurring semi-automatically as in *ISS*.

One improvement EA claim for *World Cup '98* is what they call 'Compression Technology', which ensures that players' button commands are acted-upon more quickly by the CPU. If you've ever been unlucky enough to play *FIFA 64* – where presses of pass and shoot would only produce a result by, say, the following afternoon – the fact that EA have isolated this problem and, on the evidence of what we played, cured it, has got to be good news. Another interesting option, is the chance to adjust the speed at which the game runs. This isn't just a switch to change how long you play each half, but an adjustable scale governing the actual speed of gameplay: how fast the ball and players move. Fans of arcade football can ramp this up, those more inclined to simulation can slow it right down to the – surprisingly slow – real-life conditions.

When it comes to producing a slick package, no one beats EA. From the mellifluous tones of Des Lynam, to the hyperactive hyperbole of John Motson, from the opening Tubthumping tune to the amazing attention to every fully-licensed detail (the half time scores are sponsored by Snickers for chuff's sake), no other game will better set the whole 1998 World Cup *scene* than, well, *World Cup '98*. Whether EA can actually beat *ISS '98* once a match kicks off, is a clash scheduled for May, when both games go head-to-head.

PLANET 64

NINTENDO 64 NEWS CENTRE



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Nintendo unite Europe*

* And Chancellor Kohl's nowhere to be seen.

Nintendo complete their worldwide advance with the formation of the all-new, all-singing Nintendo of Europe...

Emerging from a specially arranged three-day conference in Rome this month, Nintendo of Japan confirmed that, finally, the company would have its own European central office from which to launch all of its big money operations.

Thanks to a wallet-bustingly magnificent 2.4 million European sales of its 64-bit wondermachine™, Nintendo have decided to open a new central office in Germany, from which the newly-named NOE can oversee a (hopefully) even more successful 1998, in turn leaving Nintendo of Japan and America free to concentrate on their own markets. NOE will, however, be headed up by former Nintendo of Japan taskmaster, Shigeru Ota.

Previously, Nintendo had always been a bit of a mishmash of subsidiaries, agencies and distributors spread all over Europe. Although there's always been an official base in Germany (which covers Austria and Switzerland as well), places like the UK and Italy just had marketing companies dealing with the hot-off-the-presses info. That will continue under NOE but, instead of companies like Blighty's THE Games reporting to Japan direct, they'll now go through Germany.

All of which should mean, to begin with anyway, that there'll be very few changes for the games-buying public. However, there is the hope that now NOE can rank properly alongside NCL and NOA, there may be some more favourable release schedules for the big games here on the continent. That, though, rests at the door of the German HQ. Let's hope they're as quick to sort that particular problem out as they are to claim all the sun loungers in Majorca.



SHORT CUTS

NEW N64 GAMES!

Just prior to shooting off to the printers, a whole host of new games were thrust upon us in a shockingly too-late-to-go-into-previews way. First up is Acclaim's N64 rendering of 'adult' American animated series, South Park. Apparently, it's "punishingly hilarious", not least because the characters swear at each other in a style not dissimilar to, say, Joe Pesci in Goodfellas, but both Wil and Paul can't keep going on about it, press-ganging Tim into taping it now it's on Sky One every Saturday. Quite how the licence will work on the Mary Whitehouse-like N64 is not yet clear.







Also, of interest is Lobotomy Software's entrance onto the N64. Best known for their stunning *Quake* translation on the Saturn, Lobotomy are confirmed as working on *Caesar's Palace* for Crave Entertainment, a casino sim in full 3D. Sounds boring? Hmm, well we can't deny paint drying seems a little more interesting, but we're assured it'll be monstrously great. Next up, *Prince of Persia 64* in full 3D. It'll be out on the PC first from Red Orb, mind.

Then, there's two very persistent rumours: firstly, Gremlin have got their N64 development kits in and are working on a version of their excellent *Actua Golf* and, secondly, that Rare have a *Gran Tourismo*-style racer on the go. Mmm.

Game Boy... now in colour!

Who remembers the SNES Boy, then? Anyone? Aye, that's right, it was the once ambitious plan of combining the colour and detail of the SNES with the 8-bit handheld beauty of the Game Boy. And would it work? Well, theoretically, yes. But it never really got any further than the planning stages at Nintendo HQ. Until, that is, now.

That's right, finally and *definitely*, the colour Game Boy is coming out. Pencilled in for October, the special grey box will apparently retail for £99 (expect *that* to come down) and be compatible with older titles, giving them a colour enhancement. But, more excitingly, brand new titles are being developed at this very moment, specifically tailored to the Game Boy's new abilities. (Both Rare and Nintendo have titles in the pipeline.)

Technical details have yet to be announced (expect more in the coming months) but the screen will be able to display 56 colours from a palette of 32,000 and games currently available for the ordinary Game Boy will be able to choose from a reduced palette of 10 colours, which the players can select for themselves. All of which sounds a little bit like the old Super Game Boy which allowed you to change the backgrounds and on-screen colours.

The standard Game Boy has already sold well in excess of 60 million units, thanks to some canny updates like the Pocket Game Boy and its multi-coloured variants, but this new version has to be the most exciting addition yet, particularly as Nintendo claim it will have the same battery life as the standard GB. Perhaps *Mario 64* GB *isn't* so far off, eh? The machine will get a debut at May's E3, in Atlanta.

Golden tonne

The Spymaster compo reaches its end...



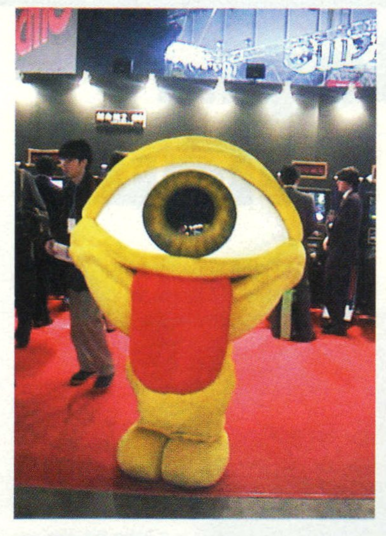
Well, we expected it to be popular, given that the game was the greatest so far on the N64 (or is it? Find out for sure in our Readers Awards next issue), but we never expected this.

The *GoldenEye* Spymaster Competition was put to bed, in true Bondian fashion, just as we nipped off to the printers and the response has filled a wall-and-a-half of the office, plus both of Wil's enormously deep pockets. The best times? Oooh, well, that would be telling, but they're certainly – as with everything we seem to set you lot – highly, *highly* impressive. As for winners, well, they'll unfortunately have to hang on until next month. Still, the wait will definitely be worth it...



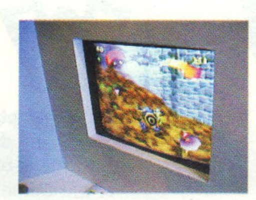


Tokyshow!



After Space World, the Tokyo Game Show is Japan's premier gaming convention. Wielding our press passes, N64 went to see what 1998 holds for the N64...


There's nothing as exciting as a stinking great trade show...


...Especially one with some fabulous new games...



...And some unknown quantities like Takara. Wicked!

by Max Everingham

The twice-yearly Tokyo Game Show has become Japan's biggest videogames show. It now occupies four times the space it did when first held in August 1996 and is co-sponsored by Sony, Sega, Microsoft and, ironically, Nintendo (even though the Big N always steer well clear of the event). Hosted by the Computer Entertainment Software Association, CESA, the exhibition may be on a physically smaller scale to E3, the US show it precedes, but, as with everything else in Japan, it is more dense, more stressful and vastly more in-your-face. As the Yanks would say. 150,000 games fans were expected to attend – even more than the last one, but now spread out – so there was reason to expect some exciting Nintendo-related news.

A quick look over the statistics for the show, however, forces some disappointing conclusions. Not least of these is that the N64 presence has halved since the last show six months back. Nope, the Tokyo Game Show is not Nintendo's gig. We knew all along, of course, that they wouldn't come themselves but, even so, the lack of N64 games is disheartening.

Okay, maybe we're being a bit harsh. Konami did, after all, appear with the sequel to the best football game on any format (plus some other, lesser third-parties *did* try their best) but, you know not to expect monumental announcements when the best looking game for the N64 is a video-only *1080°*, being shown on monitors outside the event halls.

Overall, it was good news for RPG and adventure fans, and bad news for action addicts. And for those of you who think the best application for your cutting-edge wonderconsole™ is a nice, friendly game of Monopoly of an evening, there's great news for you – the so-called 'table' games have earned the right to have a whole category to themselves. Right, enough of that, let's have a look at what was on offer.



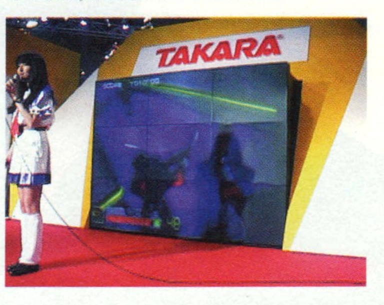
Lots of men cutting ribbons. Lots of Japanese men cutting ribbons.



TAKARA

Those crazy guys at Takara were displaying several manifestations of their vivid racer, *Choro*. The Nintendo version, *Choro Q 64*, is scheduled for a July release in Japan and boasts an impressive-looking four-player split-screen mode, along with graphics much improved over the PlayStation rendition. One major plus with the N64 version is the inclusion of a course editor, allowing players to come up with their own challenging tracks.

Takara again. Lovely little lady in socks, there. Nice outfit too.



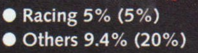



SHOW STATS

NUMBERS...
- Attendees: 150,000 (140,630 last Autumn).
- Space allotted: 54,000 sq. metres over the full eight halls (40,708 sq.m).
- 93 companies attended.

PLATFORMS...
- N64 presence 3.6% (7.9% last Autumn)
- PlayStation presence 52.7% (43.5%)
- Sega Saturn presence 17% (26.2%)
- Game Boy presence 4.3% (4.1%)
- Win 95 13.1% (7.9%)

CATEGORIES...
- Simulation 19.7% (21%)
- Action 13.7% (16%)
- Adventure 14.2% (10%)
- RPG 14.4% (9%)
- Table / variety 7.4% (-)
- Shooting 4.7% (7%)
- Sports 5.7% (7%)
- Puzzle 5.7% (5%)
- Racing 5% (5%)
- Others 9.4% (20%)





Morning, ladies. There's plenty to enjoy, no? Phwoar, eh?

TAITO

In the Taito stand, we were treated to a possibly-over-generous go of the upcoming release *Mezase Resort* (*Drama of Life*). Except that playing a board game that its promoters can best describe as "a sort of Monopoly" on the world's most powerful games console is not all that dramatic. Taking charge of a small person in a dinky car, play consisted of pressing A to roll the dice and then reading a fair bit of text as you progressed around the board. Fun, maybe, but not exactly pushing the N64 boat out.



HUDSON

Slightly unfathomable, this one. Being very adultist, Hudson shunned the over 10s attending the show by placing units running *Bomberman Hero* and the top secret *Battle Phoenix* only in Kids' Korner, the roped-off section of the exhibition hall open exclusively to parents bringing their kids along. Oh, and nosy press people, like us, of course. Out on April 30th, *Bomberman Hero* looked to have ironed out many of the problems plaguing its predecessor and could win over a few more converts this time. The other N64 game, *Battle Phoenix* appeared to be a very simple shooter, requiring players to fire strange projectiles at equally strange primary-coloured targets. Its location and premise both seem to indicate that Hudson are aiming this one at the younger gamer – as they might be doing with *Beadaman*, the orb-chucking bonanza based on a popular Japanese comic, which did actually make it outside the kids' compound.

HUMAN

Airboarder 64 made its debut a full week before the actual release date. Playing heavily on the *Top Skater* theme, but with graphics not quite as sharp or, frankly, big, this offering looked extremely promising. Control was very simple to pick up, and a humorous approach to the track design (including one section where having a quick go on some park swings boosts your points tally) may catapult the latest take on 'board' games to a new level.

AND THE REST...

BANPRESTO, CULTURE BRAIN, TAITO, T&E, VIDEO SYSTEM, ACCLAIM

Apart from these few lines, the appearance of the following games were hardly much to write home about: *Sonic Wings Assault*, *Super Speed Race*, *Augusta Masters '98*, *Puyo Puyo Sun 64* (to arrive in the UK in November, from Take 2, as the retitled, *Carbunkle's Revenge*), *Art of Fighting Twin*, *Extreme G*, *Super Robot Spirits*. Unfortunately, we were also deprived of *Buck Bumble*, *Tonic Trouble*, Paradigm's *World Grand Prix* and anything, now we think of it, from Namco or Capcom.

The truly wondrous *Top Skater*. Erm, well, it's alright. Actually it's crap.



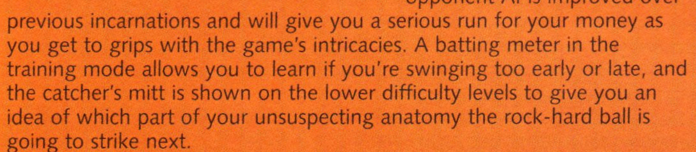
KONAMI

The creators of the best footie game on any platform appear to have been taking the adage 'if it 'aint broke, don't fix it' to heart. Just off the beaten track on their stand, Konami were quietly displaying the sequel to *ISS64*, variously named *Jikkyou World Cup France 98*, *World Soccer 98* and (for the US market), *ISS2*. To be launched first in Europe (that means you), then Japan, and lastly the States, the game is primarily an update of the original, with one or two very interesting, and significant, improvements.

The first of these has to be the AI: it is now far more challenging in all areas and the tactical ploys have increased from ten in the previous version, to 16. Another change is that the CPU automatically switches tactics for you during play, to the most appropriate in the circumstances. (Should you find this isn't working, you can manually over-ride the CPU selection and right the boat yourself.) New camera angles complement play and it is now possible to view the action moving in a vertical plane, instead of from side-to-side, which, Konami staff say, makes for a completely different game.

Tony 'Gub Be Good To Me' Gubba spent two days in Konami's offices laying down the commentary for the title and, with both the French World Cup licence and the Japan national licence, *ISS2* is set to keep the football game ball firmly in Konami's field of play when it arrives in May.

Another big title for the Japanese market, but perhaps not destined for greatness outside, where Konami believe the cutesy players will discourage gamers, was *Jikkyu Power Pro Baseball 5*. Now featuring a very strong 'development' mode, whereby players bring their athletes through first three years of High School baseball, then three further years of training camp, this title is vying for the baseball simulation crown. Just about every aspect of the game can be controlled, tweaked and honed, and in fact must be, since the CPU opponent AI is improved over previous incarnations and will give you a serious run for your money as you get to grips with the game's intricacies. A batting meter in the training mode allows you to learn if you're swinging too early or late, and the catcher's mitt is shown on the lower difficulty levels to give you an idea of which part of your unsuspecting anatomy the rock-hard ball is going to strike next.



Despite the surprising absence of *Hybrid Heaven* (shown on video at the last show, but nowhere to be seen here!) and *Castlevania 64*, Konami put up a strong showing for the N64, also having demos of the weird crayon-art fighter *Rakugakids*, a sort of *Clayfighter* meets *Parappa the Rapper*, and promoting *G.A.S.P!* and *Susume!* at the same time.



PURE GOLD

HMV – from the 3rd April – will be selling a shiny new gold-coloured memory card for £9.99. It'll be a handy 1MB version and can be bought in all their stores across the UK and the Republic of Ireland. It's part of the chain's forthcoming "games promotions" events which they've yet to release details on. But expect plenty of discounts on games and peripherals. Oh, go on.

IT'S YOUR DESTINY

After we gave it the old heave-ho and awarded *Fighter's Destiny* a healthy 86%, readers have been racing out and buying the best N64 beat-'em-up to date, like it's going out of fashion. To such an extent, in fact, that the game's stormed into the UK N64 chart at number one. And rightly so, in our humble opinion. Strangely, however, it's had a disappointing showing in the American charts where it only just managed to scrape into the top 20. Just goes to show that, for Americans, the cringe-inducing, blood-spattered ***Mortal Kombat Travesty / Poor Gods*** way of doing things will always be more appealing. Fools.



MILKING IT

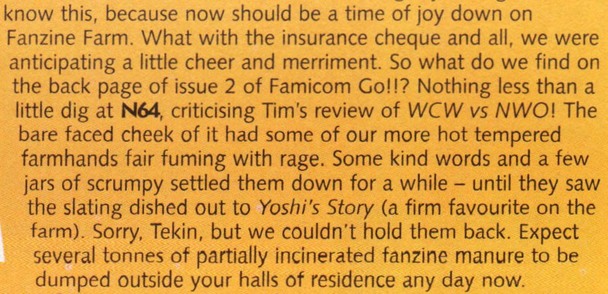
Fancy something to drink? Need something to inspire your gamesplaying? Well, Lancashire Dairies have got just the thing. The new imaginatively-titled 'Shake' milkshake gives you all the nutrition you'll need in three amazing flavours! And it's in a really "groovy" bottle. So, that's nice.

FANZINE FARM

"Red sky at night, cowshed's alight. Red sky by day, insurance on the way."

The unmistakable aroma of recently torched farm wafts over the meadows. The man from the insurance company is here, surveying the ashes of what was once a fine crop of fanzines. It fair brought a tear to Jethro's eye. "Don't worry, son," we told him. "You just forgot to wash the paraffin off your hands before you rubbed your eyes." Jethro learned his lesson, and at least we were able to salvage some decent produce from the wreckage.

FAMICOM GO!!



Daisy and Jethro are to be wed next month. Just thought you ought to know this, because now should be a time of joy down on Fanzine Farm. What with the insurance cheque and all, we were anticipating a little cheer and merriment. So what do we find on the back page of issue 2 of Famicom Go!!? Nothing less than a little dig at **N64**, criticising Tim's review of *WCW vs NWO*! The bare faced cheek of it had some of our more hot tempered farmhands fair fuming with rage. Some kind words and a few jars of scrumpy settled them down for a while – until they saw the slating dished out to *Yoshi's Story* (a firm favourite on the farm). Sorry, Tekin, but we couldn't hold them back. Expect several tonnes of partially incinerated fanzine manure to be dumped outside your halls of residence any day now.

• Issue 2 of Famicom Go!! can be harvested by sending £1 to Tekin Suleyman, at TF/G/4, Owens Park, 293 Wilmslow Road, Fallowfield, Manchester M14 6HD.

EXTREME CONSOLES

Underneath the charcoal remains of fifty grand's worth of prize heifer we found a curious looking sooty lump. Breaking it open we discovered, to our delight, a new fanzine! The little darling had obviously sprouted on her own, away from the established crop, and had survived the fire in a protective cocoon of tallow, thoughtfully supplied by Bess (rest her soul). A wipe down with a little detergent soon unstuck the pages, revealing reviews of *Mario* and *Pilotwings*, plus *Broken Sword 2* on the PlayStation. Slim pickings, perhaps, but right at the back was something really interesting – a retro column reviewing *Mario Bros* on the NES, and proclaiming it to be superior to all subsequent versions (except *Mario 64*). Come on, Tony and Phil – you have to be kidding, right? Jethro reckons you must have been at the sheep dip before you wrote that. Still, it's something you don't often get in 'professional' magazines, and that's what fanzines are all about, right?

• Sending £1.50 *and* a stamp to Phil Curry at 4 Pittfields, Langdon Hills, Basildon, Essex SS16 6RD will secure you a fresh, fat-free copy of Extreme Consoles.

With summer on its way we know the scorching weather will inspire you all to even greater feats of fanzine farming. If you've got a nice early bloomer, then send it to Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Jethro needs fresh produce!

DIY Games!

Got an idea for a game? Then watch it come to life...

Games stepped into the limelight at universities and schools throughout the country this month at the launch of the Games Developer UK '98 competition. The contest aims to find young developers throughout Britain who've got top class ideas for new videogames.

The competition gives anyone with a game idea the chance to put forward their thoughts to a panel of industry bigwigs, including DMA head honcho Dave Jones and *Earthworm Jim 3D* developers, Vis Interactive. The prizes are £10,000, to be pooled among the winners, and a hearty slap on the back from the 'people in the know'. Sadly, you aren't guaranteed a place with a developer, an £150,000 contract, a Ferrari and scores of beautiful women, but the recognition you'll receive as winner, and your newly-added-to CV, should be enough to impress companies seeking out fresh creative blood.

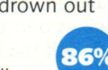
Dave Jones, who was the master-mind behind suicide-fest *Lemmings*, reckons there's always room for people with brains bursting from their ears. "This is a chance for anybody who thinks they have a good idea for a game to take it forward", he said. "There's always room in the industry for creative, innovative ideas and talent. The people who will enter this

New Goods

A-rumblin' and a-savin' at a store near you.

BLAZE JOLT PACK 256
Fire • £14.99 • 01302 325225

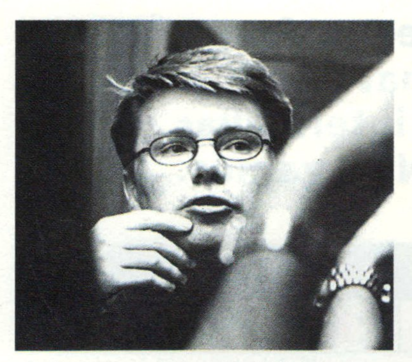
Apparently, Fire have taken on board comments made in various magazines and re-released their vibrating memory pack with a 'varying and much stronger' rumble action. Well we certainly didn't find anything wrong with the original when we reviewed it in issue 13, but a rumble pack with extra buzz has got to be worth £14.99 of anyone's money. To be honest, though, we didn't really notice much difference. When you're immersed in *GoldenEye* you tend to forget the fact that the controller is trying to leap out of your hands, but it *does* add a certain something to *Lylat Wars*, as long as the volume is turned up loud enough to drown out the incessant electronic buzz from the jiggling pad. Not bad at all.



Perfect for helping you last that extra mile. And for giving you vanilla-flavoured breath.

PAUL'S PLANT

No picture of Paul's Plant, this month, mainly because it's looking just the same as it was thirty days ago. Paul, sadly, isn't. Lately, due to the pressures of work and flat-hunting, he's become old and withered, and now looks about as "sexy" as a small



Dave Jones is Scottish. Still, he's the brains behind Body Harvest.

competition will be like me 10 years ago, before I realised I could actually make a career out of my hobby."

Eh? You're not at university or school, but working down Gateway for £3.25 an hour and a set of green overalls? Well, worry not. You can enter regardless. Merely ring the hotline on 0800 731 5300 or nip along to the website at www.gduk.co.uk. Do it. It could change your life.



BLAZE MEMORY CARD 256

Fire • £7.99 • 01302 325225

We've seen this one before too. But now the price is down to a distinctly pocket moneyish £7.99 – handy for games such as *Snowboard Kids*, *QuarterBack Club*, *Mario Kart*, and their increasing band of like-minded friends who all swallow up an entire standard memory card with one save. How long will it be before (God forbid) a game requires more than one memory pack? Well, Fire have catered for that eventuality by knocking the 1 meg version down to a not-unattractive £9.99. And they even come in seven different colours, so you can change your memory pack to suit your moods.

85%

RETROWORLD

with Jason Moore

A disk drive from Nintendo. Now that brings back memories...

What's so special about consoles anyway? Computer games humiliated 80's consoles into submission in the UK, but elsewhere in the world it was a different story. It's only in retrospect that you realise the main advantage of a console is not having to wait for games to load, a factor that has arguably secured the future of the N64. Why was it then, that at the height of the Famicom's success in Japan, Nintendo decided to release a disk drive?

In the present climate of anticipation for the N64 DD drive, it could well be worth looking back at one on Nintendo's most remarkable releases. First things first, the "Family Computer Disk System" looks very smart. Its light, burgundy exterior compliments the matching controls on the original Famicom admirably. There is a single control, a yellow disk eject button, with ports at the rear for power and memory expansion. There is also a hatch for filling the drives with batteries, a bonus for western gamers tired of step down transformers. A special cable connects the drive to the Famicom's cartridge port and, once the machine is turned on, new ROM software takes over from the old and presents the user with a rather funky front end, complete with new jingles and scrolling menus.

The disks themselves are made by Nintendo and, while similar in size to a 3" disk, are actually a totally new storage medium. Once inserted, the drive chugs away quite noisily, while a single LED confirms that something is happening. Loading times are actually quite quick but many disks use both sides, which means you have to manually turn them over between levels.

The whole idea behind the drive was to give the customer cheaper games. You could go into a Japanese games shop, select a title from the latest catalogue and the retailer would then download the game onto a blank disk. The game was then sold at around a third of the price of cartridge games and, once bored with the title, the user could get it replaced with another, again, at a fraction of the cost.

In reality, Nintendo opened the doorway to the giant pirate games empire of Japan's surrounding countries. Nintendo's new disks were far easier to manufacture than cartridges, and it didn't take long for home copying machines to make counterfeit disks common. With Nintendo relying on retailers to copy labels and photocopy sleeves, the copies often looked more professional than original games. The drive was finally withdrawn from sale, after achieving relatively low sales, both of hardware and software, and the US launch was abandoned. The drive now remains a highly prized collector's item.

The industry thought Nintendo had learnt a valuable lesson, and perhaps they have. The 64DD will be their test and if any company has the resources to withstand the onslaught of eastern piracy, it's Nintendo.

PACLAND – FAMICOM DISK

Pacland was spawned from the mid-eighties cartoon series featuring Namco's most famous intellectual property. Pac now has arms, legs and a rather neat hat, and this game is far removed from his early maze-based adventures. *Pacland* is little more than a platform game, except there aren't many platforms. The title has been converted to many formats and, with its pale graphics and unresponsive action, the Famicom version is just about the worst.

RETRORATING 34%



HALLEYWARS – FAMICOM DISK

This shoot-'em-up is based upon the arrival of Halley's comet. A typical example of the top-down, scrolling shoot-'em-up, *Halleywars* does offer some attractive bonuses. Spread throughout the levels are small stationary comets which, if shot open, reveal hidden weapons. For such an early game, firepower can reach a satisfying screen-filling level, though, once hit, all extras are irradiated leaving you in the thick of things with a puny laser.

RETRORATING 72%



Spaced

In space no one can hear you scream. Apart from the other people with you. Not that you'll be doing much screaming after tasting the interstellar beauty of 1998's best space-set N64 games...

Updating you on the N64 games of the future

EXCLUSIVE!

SPACE CIRCUS

INFOGRAMES	96M	1	SEPTEMBER	SEPT



"Very French" is how Space Circus has been described by Ocean, here in the UK. Er, right...

"Very lovely indeed", is how we'd sum it up, after getting a good look at the N64 version.

These shots have been taken directly from a PC development kit. The N64 version looks almost as good as its PC cousin, though.

As well as lapping up the sweat-addled, espionage-laden *Mission: Impossible* this month, we've also managed to get our hands on Infogrames' other time-in-development N64 project, *Space Circus* – and the results, with almost five months left, are already hugely impressive.

An honest-to-goodness 3D adventure romp, *Space Circus* is the tale of a travelling circus show who pootle round the universe looking for new attractions to add to their ever-growing space-home. More specifically, players take charge of lead circus clown, Shortstar, whose own particular brand of 'talent' is, erm, juggling stars. Thankfully, he also has a blue lightning bolt that can be shot off and directed with the analogue stick – rather like the chameleon's tongue in *Chameleon Twist* – meaning if the star juggling fails, you can always revert to that.

There are seven worlds in which to search for new recruits and, in fact, the game's main objective leads to some gorgeously diverse environments. There's also some pretty 'unique' set pieces. One for example, sets you down in the midsts of a post-apocalyptic Earth where

out

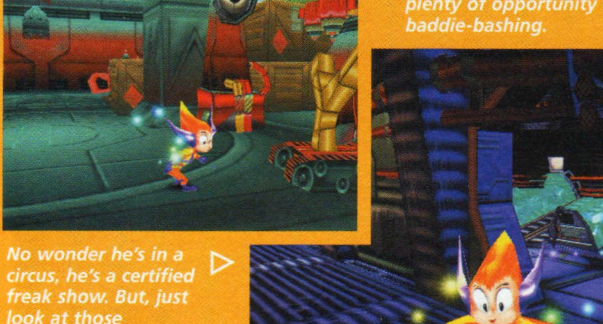






The good news for N64 fans is that the 64-bit version won't have any of the dreaded fuzz. Indeed, it's very close to Mario.

Those green dots around Shortstar aren't just there because he's suffered a nasty head injury. They're his special powers. Yes.



And special powers mean plenty of opportunity for baddie-bashing.

No wonder he's in a circus, he's a certified freak show. But, just look at those environments. Oooh, they're gorgeous.

your objective is to seek out the last human being on the planet. But as always, things are not quite as simple as they first seem. Especially as your enemies, the Virtua Circus, are intent on sabotaging your attempts at expanding your freak show.

The scale of the game is one of the best things about *Space Circus*. Not only are there upward of 250 interactable characters (with more to come) but the 3D landscapes rival *Mario 64* for size and freedom. And, whilst Infogrames have still got a way to go in instigating the same level of immersion, this is certainly the most promising third-party attempt. (And the real-time intro's also rather tasty.) We'll take a closer look in a couple of months time.

LOONEY TOONS SPACE RACE

INFOGRAMES	64M	1-4	 SPRING '99	 SPRING '99

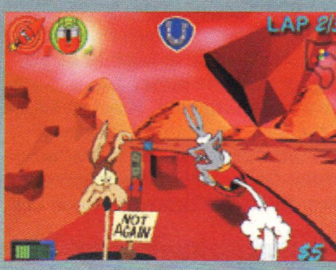
EXCLUSIVE!

With the success of *Mario Kart 64* and *Diddy Kong Racing* testament to the fact that you can't beat a good fluff-laden racer, Infogrames have decided to jump on the pretty lucrative bandwagon with their own four-player take. Thankfully, Timber the Tiger and friends will be replaced with members of the rather more enticing Looney Toons universe.

Bugs Bunny, Wile E. Coyote, Road Runner, Daffy Duck, Taz, Porky Pig – they're all in there and they're all pelting about on futuristic hoverbike-things. In space. Engine-wise, Infogrames are old-hands at inducing a realistic sense of speed, having perfected the physics of real rally cars in *V-Rally*. Of course, making this more comical racer feel 'different' and, presumably, 'floaty' is going to be just as hard.

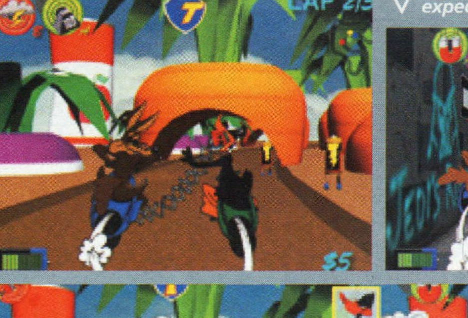
But already, from these first screenshots, it looks lovely, with the look of the original cartoons replicated perfectly, especially through the use of white puffs of smoke, speed streaks and speech samples. (We bet our bottom dollar that when you die, those red circles will pop up and Porky Pig'll go: "That's all folks!") Reports suggest the multiplayer fair rattles along, maybe even surpassing the *DKR* alternative.

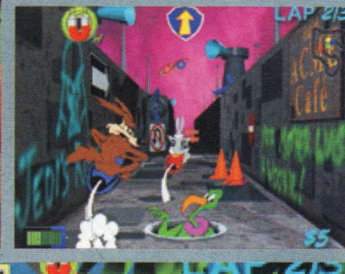
With a much-loved licence like this under their belts, Infogrames already have a distinct advantage over their two similarly-themed competitors. But getting the balance right between *DKR*'s brilliant one-player and *Mario Kart*'s fabulous multiplayer *and* doing such a hefty licence justice is going to require some time and tweaking, something that the French company are all too aware of. Either way, we simply can't wait.

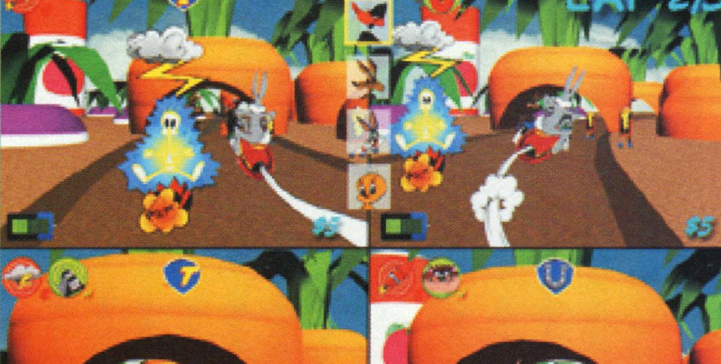


Bugs and Wile E. It'll be carrots and roadrunners all the way.

Looks pretty good, eh? Well, expect much more info soon.









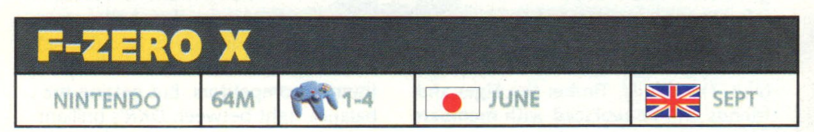


GO! GO!



Enemy zero

NEW PICS!



F-ZERO X

NINTENDO	64M	1-4	JUNE	SEPT

The latest info on Nintendo's latest 16-to-64-bit update makes for some interesting reading. Notice anything familiar about the characters in these screenshots? Correct! (Erm, if you guessed they're the characters from the SNES version, that is.)

Helping you conquer *F-Zero X*'s 18 courses will be at least 10 racers, ranging from the most basic, 'balanced all-rounder' (Captain Falcon) to the 'fast, uncontrollable fatboy' (Samurai Goroh), taking in the 'quick-off-the-line female' (Jody Summer) along the way. There's also been talk of extra characters, like Octoman (um, a mechanical octopus), but these have yet to be confirmed by Nintendo themselves.

The vehicles are rated in four categories: Speed, Durability, Grip and Boost capability, and all machines seem to be named after animals. Fortunately, the racers themselves are in no way cute, being drawn in a muscular Marvel comics sort of way. It'll be strange playing a Nintendo release without fur, but this is a game for serious players. You just need to try turning 360° at 720kph to realise that much.



It doesn't get better than a suit like that. Wouldn't be pleased if our spouses had legs like that, mind.

Look at the planet in the background. Low-res visuals? Not a bit of it.

Eager waiting: lost in space

Body Harvest



Bringing *Body Harvest* to the shelves has been an eternal struggle for DMA. After battling valiantly with Nintendo of Japan for the perfect time-travelling alien-shooter, the game has, reportedly, finally gone down well at NCL and we might now see it before we know it. Indeed, we'd be very surprised if it didn't feature heavily in Nintendo's plans at E3. Delayed a year? Well, the wait could have definitely been worth it.

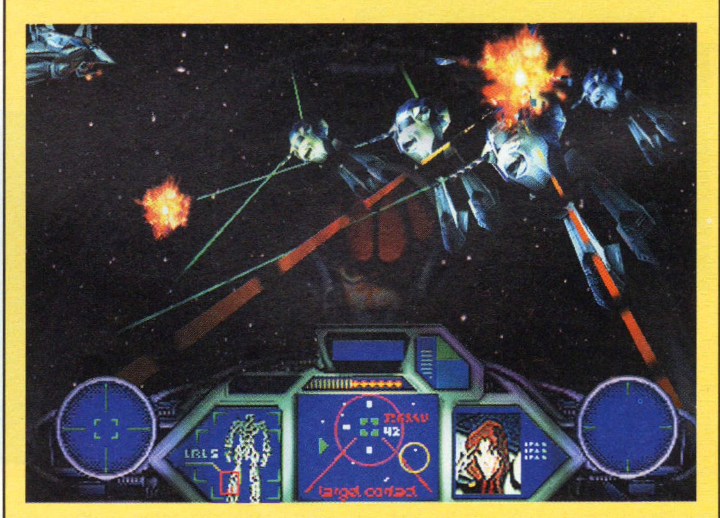
Space Jelly



Software Creations have yet to show any original N64 games (despite, at one time, telling us that they had as many as five in development) but, strangely, the one we've seen most of is this, their last announcement, *Space Jelly*. A 'cute' blaster, the video running of *Space Jelly* at ECTS last year displayed its graphical pedigree and a premise (seemingly) not unsimilar to *Buck Bumble*, particularly as the main character heralds from the Rare school of fluffiness. Cartoon shoot-'em-up, then? Well, we *think* so, but as with everything from the Mancunian company, the whole thing's doused in secrecy.

Robotech: Crystal Dreams

Well, Take 2 are to publish it, at least. But, things have been consistently pear-shaped for *Robotech*, ever since its conception THREE years ago. It's been started again, restructured, buffed-up, cancelled and started again (again) and *still* we've barely seen anything of it. Except, of course, for the version at E3 last year. Ooooh, dear. Take 2 reckon we'll be pleasantly surprised by the latest version, though, and there have been a number of calls to the N64 office from people wondering where it is. On May 27th, we'll be at E3 and we'll be able to update you fully. But, until then, we just can't help but feel a bit pessimistic.



Silicon Valley

We reported on the progress of *Silicon Valley* last month and it's now looking like being a September release date. Certainly, DMA have spent ages trying to perfect the level design and 'feel' of the game and the "new stuff" they talked of last issue promises to improve the already-pretty-impressive set-up. One new piece of news regarding it, is that Take 2 (mentioned above in less dazzling circumstances) have bought out BMG who were poised to publish it. So, it'll now be in the same portfolio of games as *Robotech*. Still, you can't win them all...



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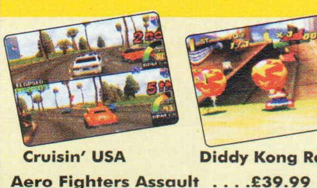
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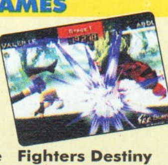
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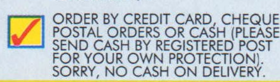
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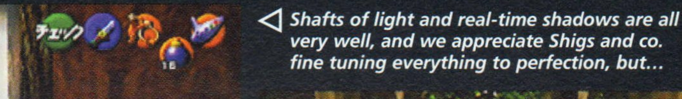
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F64(5)



As if your appetite wasn't whetted enough already here are yet another batch of all-new *Zelda* shots!

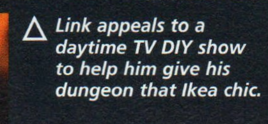
Just in time?



◁ *Shafts of light and real-time shadows are all very well, and we appreciate Shigs and co. fine tuning everything to perfection, but...*



△ *Link makes like Jeff Daniels in Aracnophobia and tackles a scary skeleton-head spider.*



△ *Link appeals to a daytime TV DIY show to help him give his dungeon that Ikea chic.*



◁ *Hot platform action finally starts to make an appearance in Zelda. But will the puzzles be as inventive as in previous games?*

1080° and now Zelda. Nintendo likes its lens flare effects all right. ▽



▷ *Here's something to ponder. Just how many of these dungeons do you reckon there are in the game altogether?*



△ *Bad horse, naughty horse. Get in your bed!*

▽ *Link must have smashed something. It's a rupee bonanza!*



LEGEND OF ZELDA: OCARINA OF TIME

NINTENDO	256M	1	TBA	TBA






The *Zelda* publicity bandwagon is thundering towards us. Shigeru Miyamoto is at the reins and Hiroshi Yamauchi is leaning dangerously out of the window shooting down every other major release for miles around in a blaze of molten hype and anticipation. Take cover, gentle people, because the screenshots are flying thick and fast (despite what we said in last month's RPG News), as Nintendo, in their own inimitable way, create a storm of media attention without actually telling us *anything* about the game.

Astonishingly, at the time of writing there is still no word from Japan regarding a final release date (apart from a persistent, if rather vague 'April'), even though the game is almost certainly finished. Frustrating as it may be, this is the way Nintendo like things to be done, ensuring *Zelda* is amongst the most eagerly-awaited games of all time.

The new screenshots, displayed beautifully across these pages, look absolutely gorgeous, showing off the real-time lighting and wonderful shadow effects, and giving a glimpse of the transition from day to night. It almost looks too good to be true, but we have every confidence in Shigs and co. Now come on, Nintendo – we've done your publicity department's work for you – how about a copy of the game now? Oh, go on. Please?

Chesty Morgan

Fighting and collecting. That's what it all boils down to when Link's deep within a dungeon. Follow us as the little tyke smacks up a plant and nicks the goodies from a treasure chest.



Good old Navi, flashing red to indicate danger. Notice how little Link only has a wooden sword and shield with which to fight.



The plant flashes red as it's hit but the number of strikes it can take is a mystery.



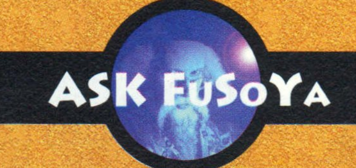
With the plant defeated, a green Navi shows there's no danger near the treasure chest.



Careful now littl' fella, that's a mighty heavy lookin' chest lid ya got there.



Link has to look deep into the chest to check its contents. We preferred it when whatever was inside would jump up complete with a little fanfare. Sad old gamers, us.



ASK FuSoYa

Welcome back my friends to the show that never ends. I wasn't going to let that pointed-eared elf push me off RPG News again this month as I've got a couple of cracking RPG questions that just must be answered. So, using my best Chucklevision impression it's over to you... to me... to you... to me...

The mists are clearing and out of them appears Rishi Sharda from London. Good lord! It looks like he's brandishing a question. What cheek!

Dear FuSoYa
Browsing the Internet the other day, I came across a site all about the 64DD. Excitedly going to the previews section I amazingly found loads of upcoming RPGs I hadn't even heard of. It would be nice to know if they will ever exist on the 64DD or if it's all just false speculation on what seems to be a very trustworthy site. The games that I read about are as follows:

Resident Evil (although not THE *Resident Evil*, but a Capcom game along similar lines)
DT
Project Cairo
Namco RPG
Fushigi No Dungeon 64
Fire Emblem 64
Hybrid Heaven
(apparently now on DD only).

Have you any hard evidence whether these exciting games will, or will not, appear on Nintendo's dream add-on.

Flippin' eck! Old FuSoYa has had to rub his crystal balls extra hard (old joke No.347) to come up with the goods on this one.

Like nearly all Internet sites that aren't official, rumour and hearsay are rife. Here's the real lowdown on the games you mentioned.

Resident Evil
This sprung from an interview with Res Evil's head honcho who mentioned that he'd like to look at the possibility of a 3D horror game on the N64. But remember, there's a mighty big difference between someone thinking about something and the finished cart (or disk) appearing on the shelves. You might also care to notice how, despite many rumours, Capcom have yet to announce any concrete game plans for the N64.

DT
No matter how hard I try to increase my luck stats I just don't know what this is at all. Hey, I'm an old wizard, give me a break!

Project Cairo
Supposedly the code name given to one of the RPG games being developed by US company Crave Entertainment.

Namco RPG
Even before the N64 was launched a Namco RPG (supposedly a follow-up to the SNES Tales Of Phantasia*) was the stuff of game lists everywhere. As we all know, however,* Tales Of Destiny *(as the sequel is called) is now happily CD bound on the PlayStation. Of course, it is conceivable that Namco have another N64 RPG project up their sleeves but FuSoYa thinks that they'd be better putting their considerable talents to use on a top action title.* Phantasia *and* Destiny *aren't all that great, see.*

Fushigi No Dungeon 64
No more news other than what we reported in issue 9. Expect to see something at Space World at the end of November.

Fire Emblem 64
Yet another long-time member of the Internet phantom game lists. As the first two games did fairly well for Nintendo, it's safe to assume that they're looking at the possibility of a 64 version but (naturally) they haven't announced anything yet. Don't get too excited about Fire Emblem, it's very much a strategy RPG.

Hybrid Heaven
Billed by Konami as a 'newtype' RPG, this cracking looking title is ticking along quite nicely. I haven't seen anything about it migrating over to DD but as there's still a fair way to go in its development anything's possible. Again, don't expect to see much until the end of the year but out of all the games you mentioned Hybrid Heaven *is the only game that we've actually seen running (on video at E3 last year).*

Phew, that was a cracker. But what's this? Jeff Pires from Slough has tattooed his question onto the back of a giant fantasy-style dragon. The mad fool.

Dear FuSoYa
In Japan, which is the most popular RPG series out of *Legend Of Zelda*, *Mother*, *Final Fantasy* and *Dragon Quest*?

Ummm. I've just discovered an amazing spell to change gold into Rice Crispy Squares. My life is complete and I impatiently await my Nobel prize.

Although there's no doubting the popularity of Nintendo's Zelda and Mother games in Japan, you have to take into consideration that there have now been seven Final Fantasy *titles and six Dragon Quest games to get RPG-hungry fans excited. The result of which is that, with far more releases and the onslaught of merchandise that accompanies them, FF and DQ fight between themselves for Japanese RPG supremacy. At the moment Final Fantasy would seem to have the edge but the arrival of Dragon Quest VII next year, will probably see it snatch the top spot yet again.*

Just time for a quicky from Cameron Smith who's having a *Zelda* problem (aren't we all).

Dear FuSoYa
I'm sorry for disturbing you. I was wondering one day about *Zelda*: when it will be released and what it'll be like. It sounds so cool and I am desperate to find out everything about it. So I was wondering if you, or any of your mates, could help me.

All of my wizard mates are old, withered and listen to 1970's progressive rock so you won't get any help there.

If you want to know about Zelda, though, there isn't any better place than the pages you're looking at now. We'll tell you everything we know as soon as we can. Can't say fairer than that, can I?

Time to go home now, I'm afraid. I've decided that I don't like role playing games any more. I'm off for a heady evening of *San Francisco Rush*, The Adam and Joe Show and bagels with processed cheese slices. Naw, only kidding.

If you're hankering for an answer to that burning RPG question, you know the drill by now.

Send your missives to:
Ask FuSoYa
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And remember. 3D isn't the be all and end all of great games. FuSoYa says "2D RPGs, more please".

GO! GO!



Rex appeal

TUROK 2

ACCLAIM	96M	1-4	 SUMMER	 SUMMER

April has been an exciting time for *Turok 2*, with full confirmation of its four-player deathmatch being followed by these new in-game screenshots *and* the possibility of a revised name.

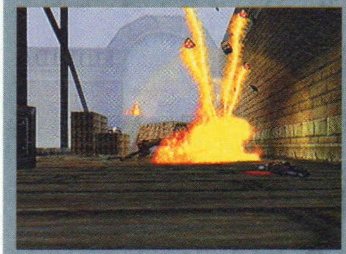
Iguana US have been quick to talk of their graphical routines, including the 'skinning' of all the characters in the game (a process that smooths out the joins between polygons) but this has already been done by Rare in *GoldenEye*. Instead, what's really impressed us is the new levels. The game begins, for example, in a deserted, battle-ravaged city, where dead bodies lie all over the floor, and then moves onto a medieval level, with hay carts and huge stone walls. The weapons, too, are expected to be similarly revised.

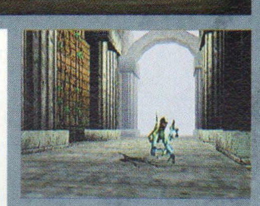
NEW PICS!

Reminds us a bit of something out of Robin Hood. Just without Kevin Costner. Phew.

The enemies react similarly to *GoldenEye's*, twitching according to where they've been hit, and now arrows and knives stick out from their bodies until you've finally killed them.

Jeepers. The explosions look amazing. And check out that real-time lighting on the stone walls. Expect the levels to look far better than the original game's.





And, of course, there's the multi-player death-match, which also includes team play and tag.

Two last things: firstly, the mist is still in there, appearing to over-run the first level. And secondly, in some places the game's been referred to as *Turok 2: Seeds of Evil*. Let's hope that's not pursued, eh? Still, it's all very exciting...

Oi'm ready!

At the rate new screenshots are flooding out of Rare's country hideaway, we'd say development on *Banjo-Kazooie* must be all over bar the playtesting.

BANJO-KAZOOIE



NINTENDO	96M	1	APRIL	JULY

Banjo's impressive range of features now includes a gorgeous real-time intro, where an evil-looking witch (not unlike Grotbags from Rod Hull and Emu's Pink Windmill) pieces together her plan to do Nasty Things™; and there've been new shots of the witch doctor turning Banjo into a six-legged skeletal spider (whereupon he must engage in battle with a considerably larger and bonier arachnid). We'll leave you to figure out the riddle of the Banjo-headed Sphinx and the talking shark. All will be revealed *very, very soon*.

NEW PICS!



Jaws? Well, no. Not quite. Banjo doesn't seem very worried anyway. Oh, and here's the Witch Doctor too.

An ear to the ground

First up, this month, is the news that **Choro Q 64** from Takara just missed our latest issue. A racing game in the style of *Mario Kart* and *Diddy Kong Racing*, it's actually part of a series of games, one of which has already appeared on the PlayStation and another of which is about to debut. The game also allows you to create your own vehicles. Sound promising? Well, yes, except the PSX game was a bit average. Still, we'll find out for sure next month.

Anyone recall **Dezaemon** on the SNES? A super-complicated shoot-'em-up construction kit, the game is now coming to the 64DD shortly after the machine's scheduled release, and will make full use of the writability feature. However, there'll be a real struggle trying to understand the Japanese text as the game's unlikely to arrive in the West.

Titus have been busy. Indeed, they seem to have gone into overdrive. Literally. **Roadsters '98** will be a new racing game, complete with licence, so expect Porsches, Mercedes, BMWs and Mazdas, and that'll be followed by (gah!) **Blues Brothers 2000**, a 3D adventure (à la *Tomb Raider*) featuring characters from the soon-to-be-released (and tragically poor, if reports are to be believed) movie. There's also a new superhero game on the way and it's "as big as Superman" according to the French company's spokesperson. Hmm.

Talking of superheroes, GT are working on an N64 version of MTV's superfemme **Aeon Flux**, which means plenty of fat blokes getting hit very hard around the conk and Aeon running round in next to nothing. Phew for that, eh?

And finally, three tiny titbits of info: firstly, Rob Cohen, who created *Turok*'s 3D engine, has left Iguana and set up a company called Edge of Reality, announcing shortly afterwards that he has two N64 projects on the go; secondly, EA have yanked the WCW licence away from T•HQ for the foreseeable future. And finally, *Tetrisphere* developer, H20, are working on a 3D platformer. That's all we can tell you at the moment but be sure you'll be updated as and when the news comes in.

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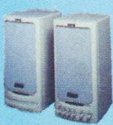
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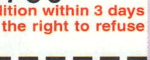
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Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	Fighters Destiny (NEW!)	Ocean	3/98	New entry	Issue 13 86%
2	GoldenEye 007	Rare/Nintendo	11/97	Last month's chart position – 1	Issue 9 94%
3	Snowboard Kids (NEW!)	Nintendo/Atlus	3/98	New entry	Issue 14 86%
4	WCW vs NWO: World Tour (NEW!)	T•HQ	2/98	New entry	Issue 12 70%
5	FIFA Road to the World Cup '98	EA Sports	12/97	Last month's chart position – 4	Issue 10 83%
6	Diddy Kong Racing	Rare/Nintendo	12/97	Last month's chart position – 3	Issue 10 90%
7	Super Mario 64	Nintendo	3/97	Last month's chart position – 5	Issue 1 96%
8	Mario Kart 64	Nintendo	6/97	Last month's chart position – 6	Issue 4 91%
9	Turok Dinosaur Hunter	Acclaim	3/97	Last month's chart position – 7	Issue 1 91%
10	Tetrisphere (NEW!)	Nintendo/H20	3/98	New entry	Issue 13 69%

Top 5 Import chart

Source: Project K

Pos	Title	Publisher • Genre	N64
1	1080° Snowboarding	Nintendo • SPT	Issue 14 – 89%
2	Yoshi's Story	Nintendo • PLT	Issue 15 – 86%
3	G.A.S.P! Fighters NEXTream	Konami • FGT	Issue 15 – TBA
4	Fighters Destiny	Ocean • FGT	Issue 13 – 86%
5	GoldenEye 007	Rare/Nintendo • ACT/SHT	Issue 9 – 94%

N64 5 Most played

Pos	Title	Publisher	Genre	N64
1	Yoshi's Story	Nintendo	ACT	Issue 14 86%
2	1080° Snowboarding	Nintendo	SPT	Issue 14 89%
3	Mystical Ninja	Konami	RPG	Issue 14 90%
4	Snowboard Kids	Atlus/Nintendo	SPT	Issue 14 86%
5	GoldenEye 007	Rare/Nintendo	ACT/SHT	Issue 9 94%

N64 5 Most wanted



Pos	Title	Publisher	Genre	Release
1	Legend of Zelda	Nintendo	ACT/RPG	Japan: April; UK: 4th Quarter '98
2	ISS 2	Konami	SPT	Japan: June; UK: June
3	Banjo-Kazooie	Nintendo	ACT	Japan: April; UK: June
4	Mission: Impossible	Ocean/Infogrames	ACT	USA: May/June '98; UK: May/June '98
5	Turok 2	Acclaim	ACT/SHT	USA: Summer '98; UK: Summer '98

Readers 5 Most played



Pos	Title	Publisher	Genre	N64
1	Super Mario 64	Nintendo	ETC	Issue 1 96%
2	GoldenEye 007	Rare/Nintendo	ACT/SHT	Issue 9 94%
3	Diddy Kong Racing	Rare/Nintendo	RAC	Issue 10 90%
4	Lylat Wars	Nintendo	SHT	Issue 8 90%
5	Mario Kart 64	Nintendo	RAC	Issue 4 90%

Readers 5 Most wanted



Pos	Title	Publisher	Genre	Release
1	Legend of Zelda	Nintendo	ACT/RPG	Japan: April; UK: 4th Quarter '98
2	1080° Snowboarding	Nintendo	SPT	Japan: Out now; UK: November
3	Holy Magic Century	Imagineer	RPG	Japan: Some time in '98; UK: TBA
4	Mother 3	Nintendo	RPG	Japan: TBA; UK: TBA
5	F-Zero X	Nintendo	RAC	Japan: June '98; UK: TBA

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The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

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April 1998			
Bio Tetris	Bottom Up	ETC	JPN
Kiratto Kaigetsu	Imagineer	TAB	JPN
Snow Speeder	Imagineer	SPT	JPN
Super Robot Spirits	Banpresto	FGT	JPN
Twisted Edge Snowboarding	Kemco	SPT	US
Jeopardy!	Take 2	PUZ	US
Pachinko: 365 Days	Seta	ETC	JPN
Legend of Zelda Ocarina of Time	Nintendo	RPG	JPN
Mystical Ninja	Konami	RPG	UK
Banjo-Kazooie	Nintendo	ACT	JPN
May			
Sim City 2000	Infogrames	SLG	UK
World Cup '98	EA	SPT	US/UK
GT 64	Infogrames	RAC	JPN
Rev Limit	Seta	RAC	JPN
June			
F-Zero X	Nintendo	RAC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Talent Maker 64DD	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Conker's Quest	Nintendo	ACT	JPN/US
ISS '98	Konami	SPT	UK
UEFA Soccer	Infogrames	SPT	UK
Wrecking Balls	Acclaim	PUZ	US/UK
Forsaken	Acclaim	SHT	US/UK
Ken Griffey Baseball	Nintendo	SPT	US
July			
NBA Courtside	Nintendo	SPT	JPN
Tonic Trouble	Ubi Soft	ACT	UK/US
Banjo-Kazooie	Nintendo	ACT	UK
1998			
early Centipede X	Midway	SHT	US
spr. Jungle Emperor Leo	Nintendo	–	JPN
spr. Mission: Impossible	Infogrames	ACT	US/UK
spr. Robotech	Take 2	ACT	US/UK
spr. Cruis'n World	Midway	RAC	US
sum. Body Harvest	Nintendo	SHT	US

Game name	Publisher	Type	Country
1998 cont			
sept. F-Zero X	Nintendo	RAC	UK
sept Silicon Valley	DMA/Take 2	ACT	UK
aut. Rampage World Tour	GT	ACT	US/UK
aut. UEFA Soccer	Infogrames	SPT	UK
nov. Legend of Zelda Ocarina of time	Nintendo	RPG	UK
nov. Shadowman	Acclaim	ACT	UK
wint. Unreal	GT	ACT	US
Acclaim Sports Soccer	Acclaim	SPT	US/UK
Aeon Flux	GT	ACT	US/UK
Art of Fighting Twin	Infogrames	FGT	UK
Attack!	Midway	–	US
Bio Freaks	GT	FGT	US
Bomberman Hero	Hudson	ACT	JPN
Buck Bumble	UbiSoft	ACT	US/UK
Bust-a-Move 2	Acclaim	PUZ	US/UK
Dragonstorm	TBA	RPG	US/UK
Duke Nukem: Time to Kill	GT	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	US/UK
Extreme G 2	Acclaim	RAC	US/UK
Flights of the UN	Video Sys.	SHT	JPN
Golf	Nintendo	SPT	JPN
Grand Prix Race	Video Sys.	RAC	JPN
Hybrid Heaven	Konami	ACT	JPN
Jest	Infogrames	ACT	UK
Jungle Emperor Leo	Nintendo	ACT	JPN
Kirby's Air Ride	Nintendo	RAC	ALL
Looney Toons Space Race	Infogrames	RAC	US/UK
Mortal Kombat 4	Midway	FGT	US/UK
NBA Jam 98	Acclaim	SPT	US
Pikachu Genki Dechu	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Quest for Camelot	Titus	–	US
Rampage World Tour	GT	ACT	UK
Roadsters '98	Titus	RAC	UK
Sim Copter	Maxis	SIM	US
Space Circus	Infogrames	ACT	US/UK
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Taz 3D	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Turok 2	Acclaim	SHT	US/UK

Game name	Publisher	Type	Country
Ultra Donkey Kong	Nintendo	ACT	JAP
V-Rally 64	Infogrames	RAC	UK
No release date yet			
7th Legion	Epic	–	US
Bond Engine Game*	Rare	SHT	US/UK
Buggy Boogie	Nintendo	RAC	JPN
Hybrid Heaven	Konami	RPG	JPN
Daikatana	Ion Storm	SHT	US
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
F-Zero X (add-on disk)	Nintendo	RAC	JPN
FIFA '99	EA	SPT	UK
Freak Boy	Virgin	ACT	US
GEX: Enter the Gecko	Midway	ACT	US/UK
Ghouls and Ghosts 64	Capcom	ACT	JPN
Jack and the Beanstalk	Nintendo	–	ALL
Joust X	Midway	SHT	US
Jikkyo Golf Tournament 98	Konami	SPT	JPN
Kindaichi's Accident File	Hudson	–	JPN
Knife Edge	Kemco	SHT	US
Legion X	Hudson	–	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Puzzle Game*	Capcom	PUZ	JPN
Rugrats	T•HQ	ACT	US
Sim City 64DD	Nintendo	SLG	JPN
Space Jelly	Soft. Creat.	ACT	UK
Street Fighter 64*	Capcom	FGT	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Top Gear Rally 2	Kemco	RAC	ALL
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	—

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



INFORMATION station

Top 5 vote n' draw

VOTE!

There's only one way we can keep track of the games you're playing and what you want to play – and that's if you tell us! All we need are your five most played games of the past month, along with the five N64 titles you're most looking forward to.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which one you'd like on the slip.

My five most played games are:	My five most wanted games are:

Name

Address

Post Code

Game wanted



日本製

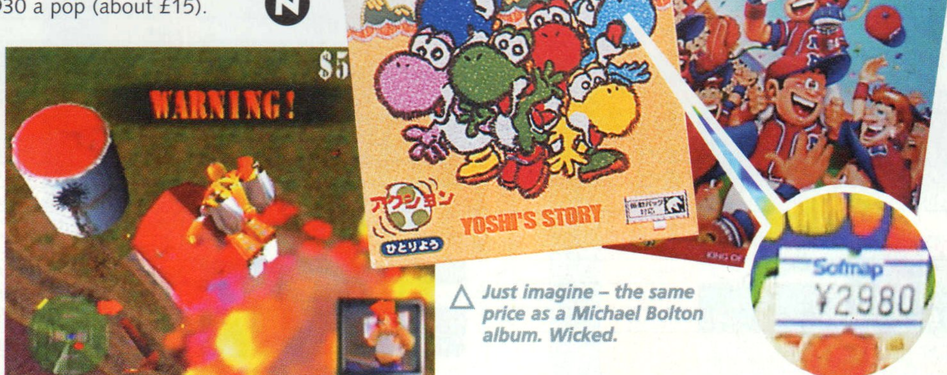
Nintendo wise up

NCL hope price drop for N64 favourites will help boost sales.

Faced with the hard fact of PlayStation outselling the N64 10 to 1 in Japan, Nintendo have announced a new price point for several of their games as part of a 'Spring Campaign' to jump-start sales.

Launched on March 2nd, the rumble-pak compatible 'Shindou' versions of five titles: *Starfox*, *GoldenEye*, *MK64*, *Mario 64* and *Blastdozer* now sport a shiny new price tag of 4,800 yen. This move has given rise to hopes for the discount to be applied more widely. In fact, retail stores throughout Japan are being encouraged to 'rise to the challenge' during the spring offensive by the Kyoto HQ's own PR department and some seem to be doing just that. Yesterday, I saw *DKR*, *Famista 64* and *Yoshi's Story* in a store in Akihabara going for a sweet ¥2,930 a pop (about £15).

Extra yen in your pocket and a rumble in your wrists! Life is sweet.



Just imagine – the same price as a Michael Bolton album. Wicked.



MADE IN JAPAN

When he's not surfing round his Tokyo pad on an ironing board, Max Everingham is gleaning the very latest, Nintendo related information from those in the know in Japan. Be sure of it.

Grow up or throw up?

In line with Nintendo boss Yamauchi's Space World '97 keynote speech on developing 'nurturing', 'communication' type software, the people responsible for '*O-Sumo 64*', Bottom Up, have announced their latest project and are inviting readers of Japanese gaming magazines to get involved in the development of the game.

'*Onegai Monster*' (*Please, Monster* – working title) asks players to raise and care for the monsters, choosing from over 500 types. Bottom Up choose to describe their monstrous creations as 'cute and comical characters'. Readers whose character design are used in the final game will receive unspecified goodies as reward for their efforts. Pocket Monsters, anyone?

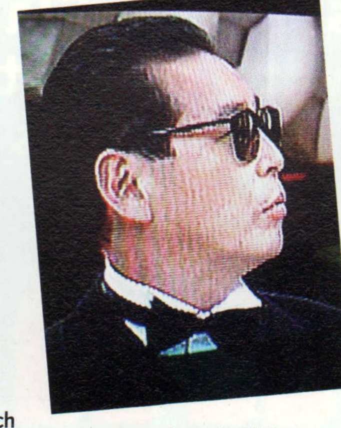


Wil's monsters. We'll be sending them in. Cute and comical?

AN ENGLISHMAN IN TOKYO

Itai! (Hey! That hurt!)

I've just been watching a bit of telly, Japanese-style. Which basically means several hours of a sort of generic 'variety show', interspersed with cooking programmes featuring the live, on-air murder of some helpless aquatic species or other. The last such disgrace saw two giggly female 'talents' wrestle a huge conger eel out of a fish-tank to the rear of the set and then proceed to very slowly, and very clumsily, hack its head off. But not before dropping it twice, causing much hilarity amongst the audience.



Tamori-san. With his clothes on.

But that's not what I was going to talk about. What I *was* going to talk about was that on these variety shows, which are just like talk shows back in Britain, only longer, the host will think nothing of abusing the guests. Halfway through answering a question or making a statement, it is quite usual to witness said host suddenly smack their guest around the back of the head. It's usually because that guest, who is often very well respected in their field and even famous, has just said something foolish. But even so, can you imagine it happening in the UK? Clive James invites Jack Dee in for a chat and then sets about him when he warbles on about how he is, in fact, known down the local as 'smiler'.

This phenomenon – beating famous people up – is one of the most attractive qualities of the Japanese, I think. Not because you might get to see some blood if you watch long enough, but because it's really a sign of humility – you know, however famous you are, you're not too big to get a clipped ear. Another demonstration of this is in comedy – famous 'talents' (that is, celebrities) often get their kit off in sketches, or even during a regular chat show, to spice up proceedings. I remember seeing one chap in particular, Tamori-san, staging a skit in which he wore nothing but a scarlet-coloured G-string.

This down-to-earth attitude has been brought centre-stage recently, with the spectacle of the Nagano Olympics (don't worry, I'm not going to bang on again about my golds in the ski jump event on Konami's game – oh, sorry). Not only were the Japanese athletes very modest whenever they were interviewed, but they were also disarmingly 'ordinary'. None of this clenched-fist victory saluting or other aggressive displays of competitiveness. Take Masahiko Harada, for example, whose most explosive expression came when he burst into tears talking to a Japanese journalist who was crying with happiness while asking him a question. Then there's snowboarder Yuri Yoshikawa, darling of Japan's snow sports community, who, when invited to comment on her daring (but unsuccessful) outing in the half-pipe responded with, "I'm so sorry I fell – but I did my best". She fell when attempting a unique move of her own devising; a twisting somersault-type stunt that, she said, she only managed to land around 30% of the time in practice, anyhow. Modest and brave, too.

You may recall from the March issue that I'm not terribly proficient at snow sports but, being a courageous, outdoorsy adventurer type, I have decided on a show of solidarity with Japan's unlucky snowboarders, with the aim of bolstering their self-confidence for the next Games. Undeterred by the fact that I possess neither the balance nor any of the skill required for snowboarding, I have, for the past week, been playing *1080°* on the N64 with great zeal and commitment – then recreating some of the better moments on my patented 'snow-less snowbo' practice device (see pic). Naturally, I shall be sending snapshots of my efforts to Yoshikawa-san on a regular basis – with support like this, how can she fail next time?

It's an ironing board. Cunning eh? Don't try this at home kids, though.

LEARN JAPANESE PART 11

Helpful Japanese phrases. Well, sort of.

がんばります
Ganbarimasu = 'I'll do my best!'

いや 本当 に すごい よ
Iya, honto ni sugoi yo = 'No, you were great, honestly.'

また 今度 ね？
Mata kondo ne? = 'Next time, eh?'

安い
Yasui = 'That's cheap!'

特売
Tokubai = 'Bargain'

何だよ 気違い 見たい いて？
Nan da you. Kichigai mitai ite? = 'What do you mean I look like an escaped lunatic?'

Earth calling Nintendo, Earth calling Nintendo

After the fabulous Japanese debut of its mould-breaking 'Issue 0' of Nintendo Power, the presses have apparently ground to a premature halt. The second issue has yet to appear anywhere in Japan, as far as we can ascertain, spoiling any chances I may have had to make jokes about which issue number Nintendo would stamp on the front cover. Bah!

ASCII get desperate

As if it wasn't bad enough having to look at ASCII's *Aero Gauge* on the screen, you can now look at yourself looking at the game every morning. To celebrate sales of the N64 game (both of them), ASCII have made some highly attractive mirrors, emblazoned with images from the title – er, mirrors, right, an obvious move.



The optimistic Softco are inviting readers of Japan's most popular games magazine, 'Weekly Famitsu' to write in and win one of the five on offer – entrants need only complete the following phrase in less than 20 words: "The vehicles in *Aero Gauge* all resemble articulated wagons because…".

Charts

1. *Yoshi's Story*
2. *Diddy Kong Racing*
3. *Japan Pro Wrestling*
4. *Discovered on the 64!! Tamagotchi.*
5. *Baku Bomberman*
6. *Famista 64*
7. *Sim City 2000*
8. Hyper Olympics in *Nagano 64*
9. *Puyo Puyo Sun 64*
10. *NBA 'in the snore' Zone '98*

Technical problems, team ructions, and objections from Tom Cruise himself; there was a time when it looked as if *Mission: Impossible* was slipping inexorably towards development hell. Resettled in France, things are looking much rosier now, though, and one of the N64's supposed launch games should be with us by the summer. N64 Magazine investigates the game that nearly wasn't.

MISSION:

Last March, when Ocean flew N64 Magazine out to see *Mission: Impossible* at its first development site in San Hosé, it was pretty obvious that things weren't going quite to plan. While the largely British development team had a clear idea of where they wanted to go with the game, pulling all the different elements together was proving more of a problem.

The original *Mission* brief was to create the world's first spy sim, largely following the stealthy plotline of the film. Rather than running around shooting at anything that moved, the idea was always to challenge the player's brain as well as his/her trigger finger. While designing a game as a shooting gallery is fairly easy though, one involving disguises, counter-espionage and hanging from the ceiling by a wire trying to crack the codes on a CIA computer, presents some serious logistical problems.

So, while the plans and storyboards looked impressive, and the talk from the leader of the development team was inspiring, when it actually came to watching the work-in-progress carts they'd assembled, we wondered whether *Mission: Impossible* was ever really going to happen. On one development kit, there were a set of impressive game scenarios – the Embassy and Train Station were particularly good – and on another development kit there were some nicely modelled figures jumping around. Putting the two together, though, involved some frenzied keyboard tapping by the lead programmer which finally lead to something that looked vaguely like a game. Except of course there was absolutely no gameplay in it at all.

△ Four world locations host the game's 20 levels.

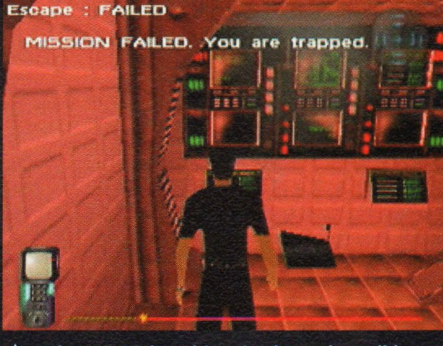
Seven missions are based in Prague, including the Embassy. ▷

Development on *Mission* carried on in San Hosé through the summer of 1997, but it was becoming increasingly clear that the game wasn't getting much nearer to a finish date. In the Autumn, Infogrames (who'd since bought-out Ocean, *Mission*'s original parent company) decided to move the game to their Lyon studios in France and put a new team in charge of its completion. After an initially tricky start – while the new team got to grips with the bits and pieces of unfinished computer code they had to work with – progress on the game came on in leaps and bounds, although one of the original problems did still remain.



The fist-fighting is more realistic than GoldenEye's arm-waving slap-a-thon.

Head shot, ahoy! It's the only certain way to put them down.



Whoops. Make a big mistake and you'll have to attempt the mission again.

Cut scenes introduce each level and set the scene.

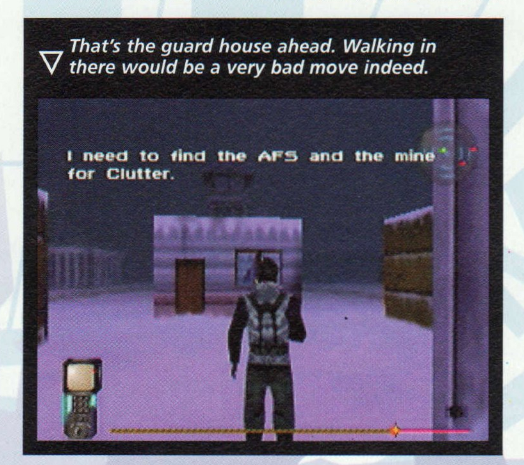
EXCLUSIVE!

IMPOSSIBLE

Viacom, the company who own the *Mission: Impossible* rights, have imposed strict rules on how Ocean and now Infogrames can use the licence. Tom Cruise also has a large say in what can and cannot be included, as it's his character, Ethan Hunt, around whom most of the action revolves. Whereas Rare were free to include as much violence as they liked in *GoldenEye*, sneaking up behind someone and lugging a bullet between their ears was never going to be an option for the creators of Mission.

So, while there is violence in the game, shooting is really only the last option – normally leading to some very tricky situations – and most of the time, thinking your way around a problem, rather than shooting your way through it, is the order of the day. Certainly, no innocent parties can get caught in the crossfire – so if running over the citizens of St Petersburg in a steaming great Panzer is one of your favourite occupations, your Mission games won't last long.

while there is violence in the game, shooting is really only the last option.



That's the guard house ahead. Walking in there would be a very bad move indeed.

With *Mission: Impossible*'s chequered past foremost in our minds, our trip out to Lyons to actually *play* the N64's most troubled title to date was going to be an interesting one to say the least. Work on the game is still going on for between 16 and 20 hours a day, six days a week, but the majority of the cart is in place and ready to experiment with. Infogrames are fine-tuning the game to perfection, gauging difficulty and adjusting the structure of the huge variety of missions and objectives in the game. Working within the violence directives laid down by Cruise, and Viacom, has almost ensured that *Mission* cannot become a *GoldenEye* clone – definitely a good thing as beating the *007* game is a job best left to Rare themselves – instead, vying more with *Goemon* as an action adventure.

The game is set to contain 20 different missions set in a variety of locations around the world, each with multiple objectives. In the four or so hours of play our time allowed, we had a look at most of them – via a handy development cheat. Infogrames have done a marvellous job pulling the game around into something genuinely worth looking forward to. And, as the following pages should show, *Mission* could go from being one of the N64's biggest non-events, to one of the biggest games of 1998.

GO! GO!

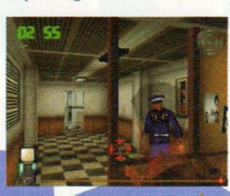
CAMERA OBSCURA

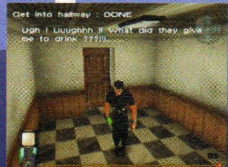
3D cameras, eh. Tricky fellows. On the one hand they offer a cinematic view of proceedings and allow the gamer to see far more of what's going on than the constrictive first-person view. On the other, they're prone to switching angles suddenly, usually just as something big (with teeth) is about to jump on you.

Mission uses three camera systems, each with their own particular uses. The default is a third-person long shot similar to *Tomb Raider*. As Ethan pads along, the camera views shift constantly keeping him in sight and giving a wide view of his surroundings. This view is best for outdoor situations, where a wide overview is essential.

When it comes to shooting, however, pressing and holding R switches to a first-person aim view. Here Ethan's head and arm become virtually transparent and you find yourself aiming the gun from a point between his ears.

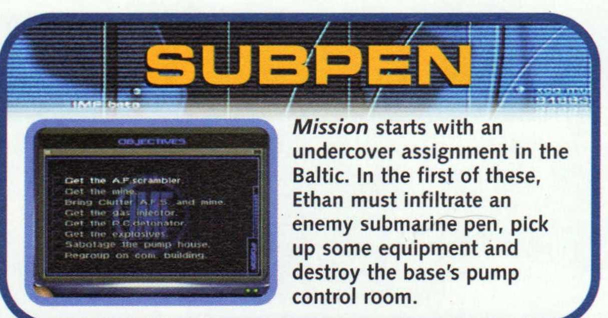
The third and final view is an over-the-shoulder chase view, similar to the out-of-body *Shadows of the Empire* option. This is useful when Ethan's adventures take place indoors, where the cinecam has more difficulty capturing all of the action.











SUBPEN

Mission starts with an undercover assignment in the Baltic. In the first of these, Ethan must infiltrate an enemy submarine pen, pick up some equipment and destroy the base's pump control room.



▽ Shoot out the lights on these towers to avoid being spotted.

▽ The items you need for your assignment are scattered through the base.

△ Sneak through the containers to get to the guardroom.

▽ Low ammo warning. And you won't find much more.

△ A truck drives around the compound and will run you over if you're not careful.

▽ That'll be the submarine, then.

△ Two other IMF team members help you: Clutter and Dowey.



BOAT

With three separate missions completed in the 'Icestorm' operation, Ethan must escape the area in a gunboat, destroying enemy installations and a gas plant as he goes.

▷ After all that stealth, it's time for some mindless destruction with big guns.

◁ Enemy gun emplacements try to stop your escape...

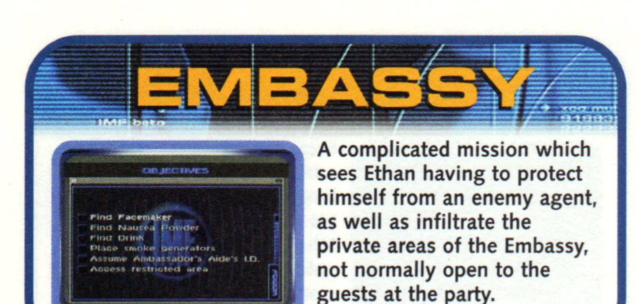
▷ ...And enemy gunboats ahead try to blow you out of the water.

◁ Controls here are simple. Left, right, up, down and fire.

△ At the end of the channel lies this enormous, armoured gas factory.

▷ Destroying this is one of your main mission objectives.

EMBASSY



A complicated mission which sees Ethan having to protect himself from an enemy agent, as well as infiltrate the private areas of the Embassy, not normally open to the guests at the party.



The level begins with a cut scene swoop through the Embassy.

Infogrames haven't added all the guests yet.

Ethan is undercover again and on the run from an assassin.

Talk to the guests to gather vital background info.

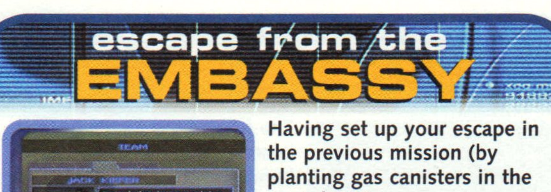
A smoke canister in one of the vent ducts prepares for your escape.

Dieter is an IMF agent working undercover behind the bar.

The woman in the red dress is your killer.

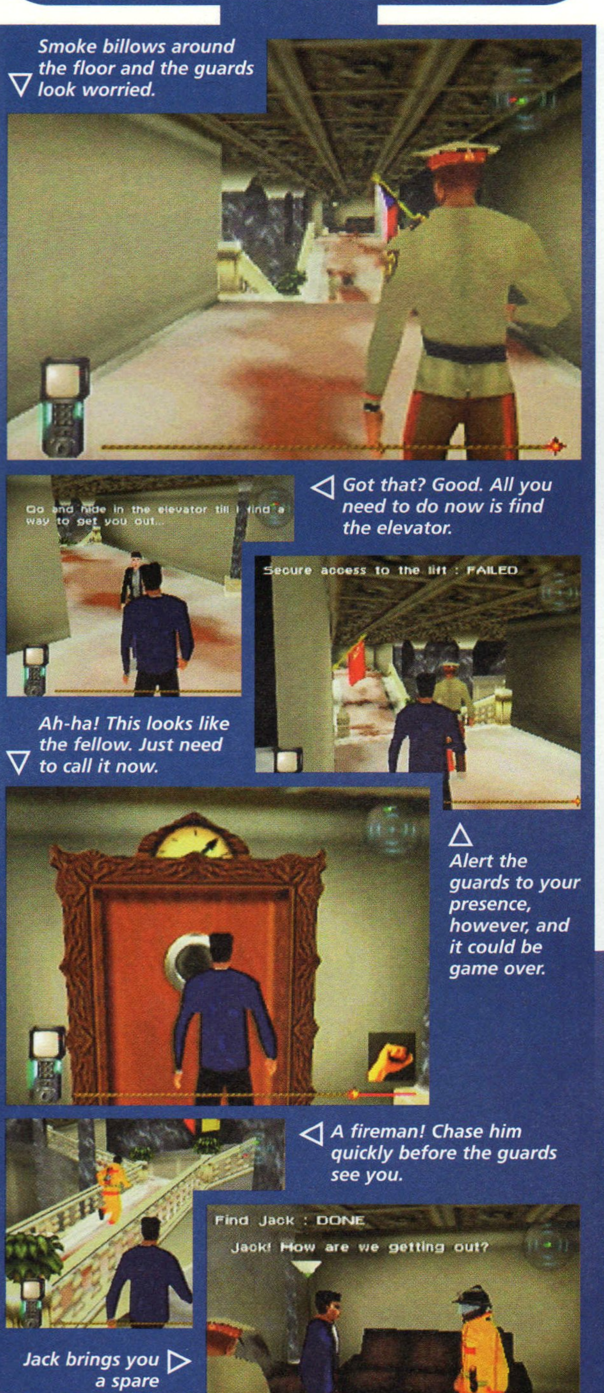
Somehow, you've got to get him to go to the toilets so you can knock him out.

escape from the EMBASSY





Having set up your escape in the previous mission (by planting gas canisters in the vent ducts), your assignment here is to get out without being detected. Dressing as a fireman would seem like a good idea.



Smoke billows around the floor and the guards look worried.

Got that? Good. All you need to do now is find the elevator.

Ah-ha! This looks like the fellow. Just need to call it now.

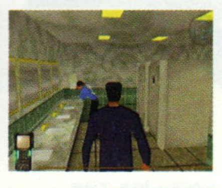
Alert the guards to your presence, however, and it could be game over.

A fireman! Chase him quickly before the guards see you.

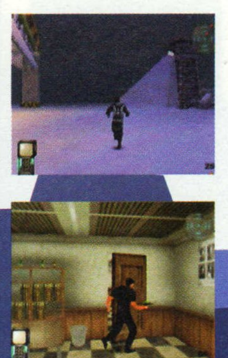
Jack brings you a spare fireman's outfit so you can walk out without detection.

THE RUNNING MAN
The sight of Dash Rendar and his appallingly animated buttocks waddling around the third-person levels of *Shadows of the Empire*, is a sight many gamers will want to forget. When it became clear that *Mission* would use this same third-person view for the majority of the game, we were worried.

However, the first thing we were pleased to see with *Mission* was that the character modelling is considerably better than the Lucas Arts game. Ethan Hunt's outfits change according to his situation in the game – he dons disguises and uses a face changing mask machine to infiltrate some areas – but no matter how he's dressed, he always looks, and moves, more fluently than Dash.

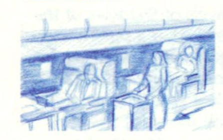


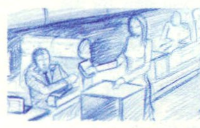




GO! GO!

STORYBOARDS
All of *Mission* has been planned in movie-style storyboard sketches. Here're two from the train section.



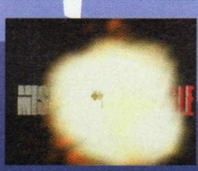


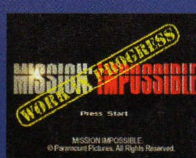
GUNS AND STUFF
Ethan has a wide variety of weaponry and equipment at his disposal.



JUST LIKE THE OLD TELLY SERIES?
The music from the original TV series has been used in the game and accompanies the opening sequence.





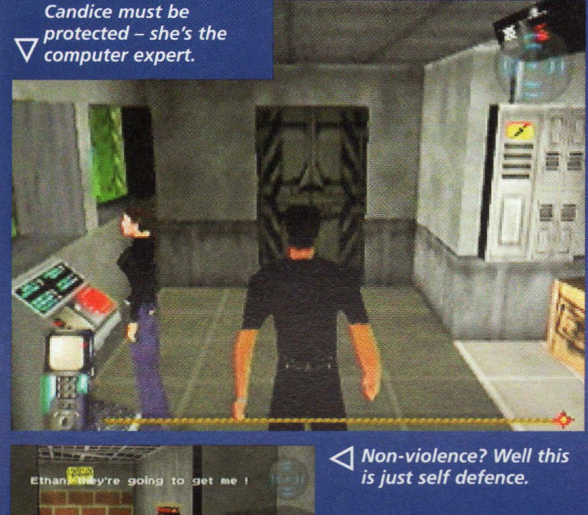




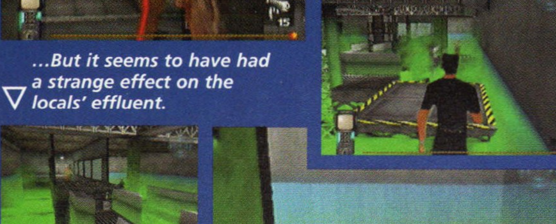
SEWAGE FARM



The fifth of the nine missions based in Prague sees Ethan breaking into a supposedly abandoned sewage works. There seems to be a lot of KGB activity, though, for such an innocent establishment.



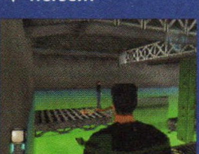
Candice must be protected – she's the computer expert.



Non-violence? Well this is just self defence.

Don't know what they put in the water in Prague...

...But it seems to have had a strange effect on the locals' effluent.

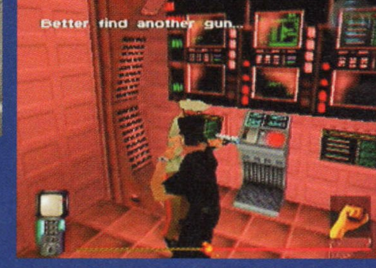


Watch out behind you! Candice just can't look after herself.

Control panels open up locked sections further on.

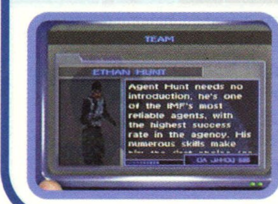


Or, in other words, 'You've just run out of ammunition'. Bummer.

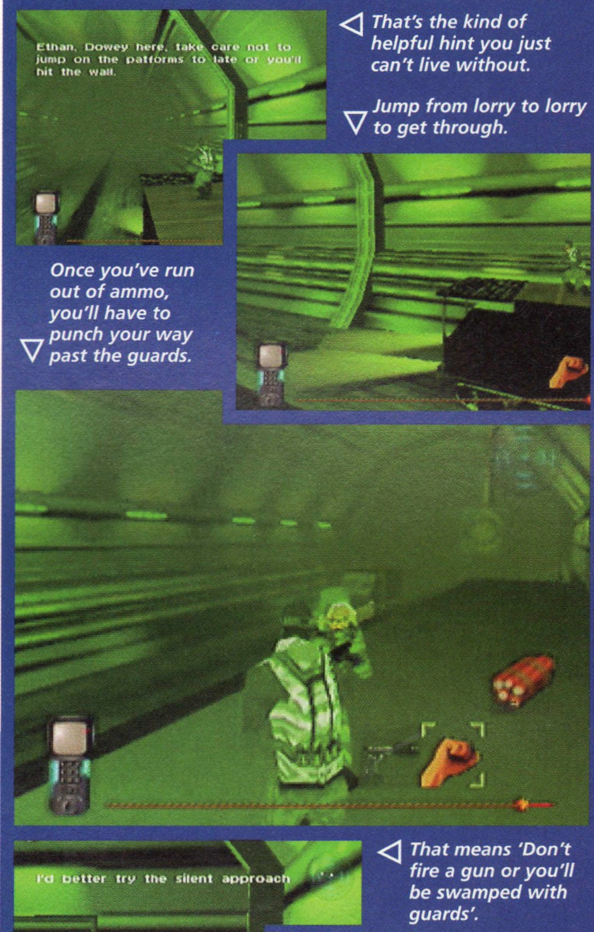


Notice how Ethan's head shades out when you switch to the 'aim' view.

TUNNEL SABOTAGE



Escaping the subpen involves a tricky negotiation through a long dark tunnel. Thanks to his Night Vision goggles, Ethan can see where he's going, making his sabotage work possible but not easy.



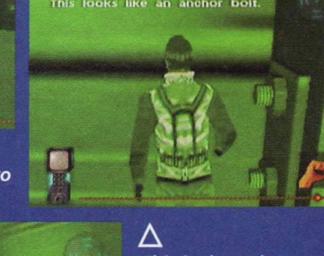
That's the kind of helpful hint you just can't live without.

Jump from lorry to lorry to get through.

Once you've run out of ammo, you'll have to punch your way past the guards.



That means 'Don't fire a gun or you'll be swamped with guards'.



Time to jump back on another lorry and get to the next gantry.

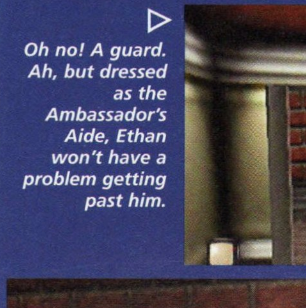


This is the point to lay your explosive charges. There are several bolts to find through the tunnel.

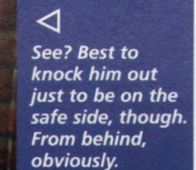
GAS



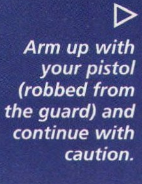
Successfully completing the Embassy mission leaves you dressed as the Ambassador's Aide and able to access the darkest reaches of the basement. Destroy what you find here and escape.



Oh no! A guard. Ah, but dressed as the Ambassador's Aide, Ethan won't have a problem getting past him.



See? Best to knock him out just to be on the safe side, though. From behind, obviously.





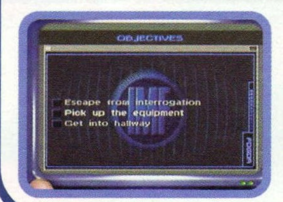
Arm up with your pistol (robbed from the guard) and continue with caution.



We'd use a stronger word than this, but Ethan was brought up properly.

Whoops. Not an easy prospect this Mission: Impossible lark.

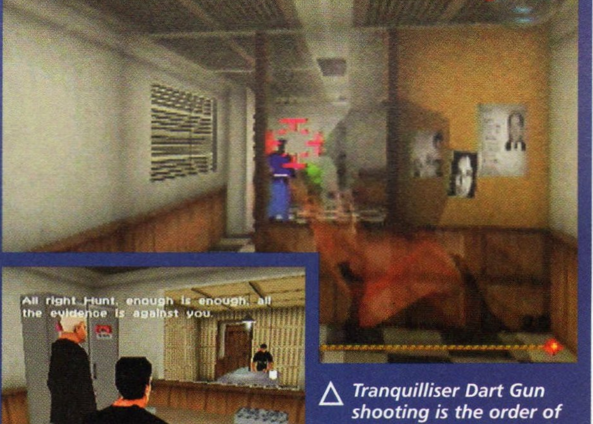
CIA INTERROGATION



Falsely accused by the CIA, Ethan is imprisoned at their headquarters in Langley, Virginia. Despite being drugged, Ethan must escape the detention centre and make his way out.

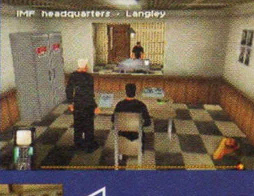


Enormous revolving doors bar the way and make navigation difficult.



Tranquilliser Dart Gun shooting is the order of the day. The CIA are good guys after all.

The level starts with your interrogation.



Luckily, the IMF have left you some special equipment to aid your escape.

Ah yes. This would seem like a good plan to us, too.



A small squidge of explosive chewing gum on the window and...

... Yes, safely out of the cell with access to your kit.

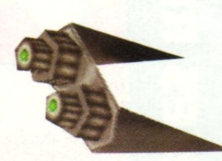
MORE GADGETS THAN AN INNOVATIONS CATALOGUE
It's true, and they all have their uses. These are just a selection.



COMMUNICATOR
Used to communicate with your chums back at base. Receive vital game info via this.



GAS INJECTOR
Sprays sleeping gas into rooms to knock out its inhabitants before you even arrive.



NIGHT VISION GLASSES
See in the dark wizardry.



DETONATOR
Sabotage is the name of the game and if you haven't got one of these, none of you're bombs are going to be exploding.

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!



YOSHI'S STORY

Yelping, leaping and straining, *Yoshi's Story* arrives in the UK. And it's still utterly wonderful...

GO TO PAGE 44

N64 ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

Score	
85% and above	*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*
84% - 70%	*The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*
69% - 50%	*We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*
49% - 20%	*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*
19% - 0%	*The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*

WETRIX

Water, water, everywhere. Er, and a review of *Wetrix* too.



GO TO PAGE 50

QUAKE 64

Massive on the PC, but can *Quake* displace *007*?



GO TO PAGE 52

IMPORT ARENA

The games they're playing in America and Japan.

G.A.S.P! FIGHTERS NEXTream



A violent punch to the throat? More like a kick in the groin.

GO TO PAGE 58

SUSUME! TAISEN PUZZLE DAMA



Puyo Puyo Japanese-style. But with a few subtle changes.

GO TO PAGE 62

OLYMPIC HOCKEY



Sadly, no subtle changes, here. Just the *Wayne Gretzky* engine.

GO TO PAGE 64

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?



9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?



9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

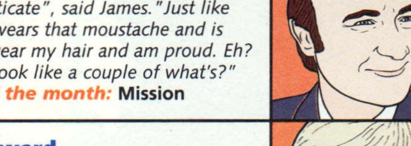
At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

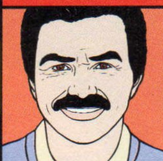
VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

Slapping on our Mission: Impossible *disguises, we all-of-a-sudden became...*





Burt Reynolds
"A sophisticate", said James. "Just like me. Burt wears that moustache and is proud. I wear my hair and am proud. Eh? We both look like a couple of what's?"
Game of the month: Mission

Phil Collins
"Oh, okay", admitted Jes. "Aqua was merely a money maker. Before I was Phil Collins, writer of such classics as Sussudio and, erm, all those others."
Game of the month: Mystical Ninja



Ron Howard
"Hey, guys! I was once in Happy Days and directed Cocoon", said Wil, in a truly appalling American accent. "Oh, okay. I'm Wil and I like mah jong."
Game of the month: Susume!



Brady Bunch Mum
Andrea, like the Mum in Brady Bunch, is, at heart, a bit soft. "GET ON WITH YOUR WORK OR I'LL TEAR YOUR HEAD OFF!" Most of the time, anyway.
Game of the month: Wetrix



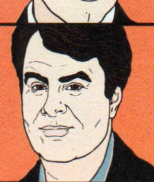
Will 'The Fresh Prince' Smith
Taking a month off from swearing, Tim took on the mantle of Will Smith. "Yo, wassup! I'm gettin' jiggy wit it!" he shouted. Sadly, Tim is talentless.
Game of the month: Yoshi's Story



James Woods
Martin has quickly earned himself a reputation as a hard man, which is why legendary Hollywood stare machine Woodsy is perfect. "Yes" agrees Martin.
Game of the month: Olympic Hockey



Lou Diamond Philips
Lou is a lot like Paul. Both are 30 and both have talent yet to be discovered. "I am good at Mario Kart!" shouted Paul. Lou was in La Bamba.
Game of the month: G.A.S.P!



Dan Ackroyd
"Spies Like Us, My Girl", explains James Price. "Dan's the master of one-liners. Just like me. I mean, his films never drag...net. Geddit?" Erm, yes. Very good.
Game of the month: Quake 64

PREVIOUSLY IN N64 We reviewed the Japanese version of *Yoshi* in **N64**/12. Yes. We did.

Yoshi's old friend, Mr Clown, makes an appearance, helping you to reach higher levels.

There are a few green melon filled bubbles. Look out for them in the Challenge Mode.



Simply hit them with an egg twice, then collect coins.

Watch out for the water blobs that fall from above.

Ah, bless 'em. The story in Yoshi is, erm, different.



Yoshi'll need all his straining ability to avoid the bullets.

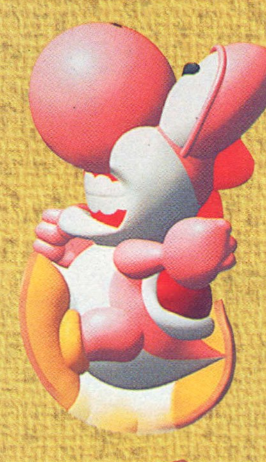


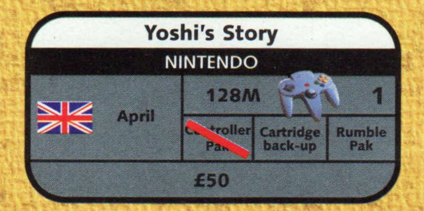
BAG O' WHITE (AND BLACK)
Some interesting little thing to try, should the occasion arise: a) Beat the game with either a black or white Yoshi and, when you start a new game, you'll be offered the chance to play as either of the two aforementioned primary-coloured-dinosaurs from the start; b) Look out for the white shy guys as, once collected, they enable you to reclaim one of your dead Yoshis. You can attain them by either licking them or running into them and they quite happily follow behind you; c) On the Page screen, you can alter the camera angle by using the C-Buttons and the R and Z to zoom in and out; and d) Try just bashing into bubbles full of fruit (especially useful when you've no eggs left) as, eventually, they *do* burst. And that, as they say, is that.

N64 Magazine STAR GAME

With cups of cocoa at the ready, Nintendo's beautifully illustrated storybook reaches the UK...

YOSHI'S STORY





There are a number of reasons why *Yoshi's Story* has proven to be a radical departure for Nintendo on the N64. Firstly, and most obviously, it's an entirely 2D game on a machine built primarily for unadulterated 3Dness. And secondly, more than any other Nintendo game in recent times, it's managed to completely divide opinion as to exactly how good it is.

Too short, too easy, too basic, too unadventurous – and that's being kind. Many critics have simply loathed *Yoshi's Story*. Not technically, of course, for the game is as spellbindingly impressive as all of Nintendo's games. But because it's not the radical departure from *Yoshi's Island* on the SNES that say, *Lylat Wars* was from *Starfox*, in 16-bit. In fact, for many, *Yoshi's Island* still remains streets ahead of its successor, length-wise, invention-wise and challenge-wise. Oh, and the fact that you can finish *Yoshi's Story* in all of, oooh, two hours plainly hasn't helped the cause. And yet, there really is a lot to like. And here's why...



JURASSIC PATH

Yoshi's Story has four direct paths through the game (presuming say, you go through all the first levels of the six pages and so on). However, you can criss-cross levels as you like and the results are pretty impressive. Here, we've taken one of our favourite routes and pulled out some tips on how to achieve those high scores...

PAGE ONE: Rail lift



HOW TO... get the first secret heart





As mentioned earlier, some power-ups and icons can be cunningly placed off-screen so you don't immediately notice them. Here's a good example. Just past the first green melon, in a bubble, there's a surprise circle. Use your tongue to mount it and you'll notice a ? circle in a bubble just at the top of the screen. Shoot at it and a semi-circular switch will fall to the floor. Get down, press the switch and a series of surprise circles appear in the sky. Now, you have to be quick. Flip yourself up as fast as you can until you reach the clouds. They'll be another switch. Press this and it'll give you some extra time. Now, wander along to your left and the first secret heart will pop out, begging you to eat it up. Lovely.



△ *And here's the heart. Only three more to go.*

PAGE TWO: Bone dragon pit



HOW TO... defeat the three-headed dragon



Not complicated, but your timing will have to be spot-on. You don't actually need eggs for this, just keep half an eye on your health (there's a daisy at the top of the slope if need be). What you need to do is bottom-bounce twice on each of the dragon's heads. Use the lift provided but be careful of their fireballs and don't get tangled up around the back of its body as you'll rapidly lose health. Once done, rejoice at the gorgeous, shiny new heart.





This is your kindly reward post-defeat. ▷

PLUS!

HOW TO... find the black Yoshis on page two



Black Yoshi #1: It's level two that you need. Right at the bottom of the stage there's a tulip next to a Miss Warp. Eat it, fire yourself upwards and break off (using B) at the top. There's a ? sphere. Fire at it and a black Yoshi egg will appear.
Black Yoshi #2: On level four, get to the first room with the ghost snakes that move between air vents. Jump the snakes, right to the top, and fire at the ? bubble. A black egg will fall down. This second black Yoshi can eat anything, including the black shy guys that carry the weights.



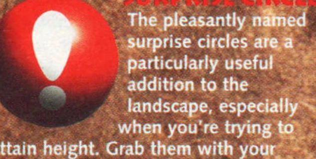
WHEN DINOSAURS RULED THE MIRTH

Lots of bits and pieces make up the *Yoshi's Story* experience, some helpful, some not quite as handy. Here's what to find and expect from your exploration...



EGG BOXES

You'll recognise these from the original *Yoshi's Island*. Simply get beneath them and press jump and you'll garner yourself up to six eggs. These are in unlimited supply and can be shot using the Z-Trigger and the cross-hair. Just hold and aim.



SURPRISE CIRCLES

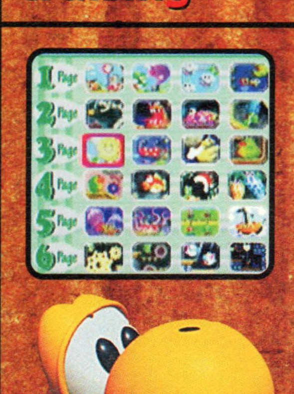
The pleasantly named surprise circles are a particularly useful addition to the landscape, especially when you're trying to attain height. Grab them with your tongue and they'll pull you up. These can often be too high to be seen immediately so use the jump to search them out.



SHY GUYS

Coming in all the colours of the rainbow, the shy guys often carry fruit (look out for the light green melons) and can also be eaten for extra eggs. Bounce near them and they'll change colour and match their shade to your Yoshi's, earning you extra points. Yoshiiiiii!

PAGE THREE: Cloud cruising



HOW TO... defeat Cloud N. Candy

Much easier than it initially seems, Mr Cloud – as we prefer to call him – is actually a giant sweet and, as such, requires a good old licking. Watch his jumping and don't try to lick him when he's on a platform. Wait till he gets to ground level and lick him twice with a rapid double press on the B button. You need to get him about ten times before he gets completely eaten up.



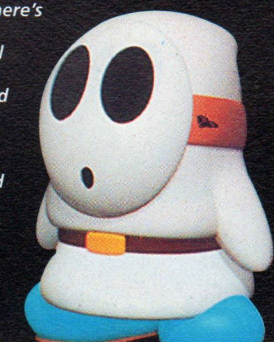


PLUS!

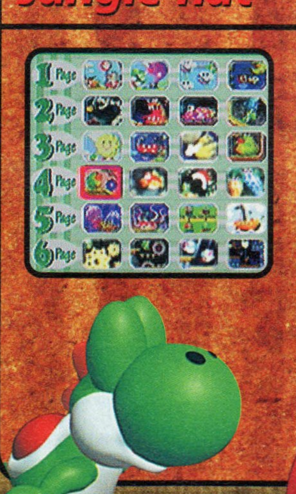
HOW TO... find the white Yoshis and white shy guy on page three



White shy guy: He's holed up in a little ? bubble just prior to the first leaf-surf. He's on the right of the screen and you can get to him by using the tulip at the bottom. Also, there's a green melon on the platform below.
White Yoshi #1: Work your way through level three, going down the drainpipes until you get to a section with Poochie yapping at a red pipe you can't reach. Go down the next red pipe you see and you'll find the white Yoshi egg in a ? bubble.
White Yoshi #2: On level two, find the second Miss Warp and keep going left until you find the ? bubble. Fire an egg at the bubble and grab the white Yoshi egg that falls out. Remember, white Yoshis can chomp on all shy guys, rather like the black Yoshi #2.



PAGE FOUR: Jungle hut



HOW TO... collect all 30 melons

Finding every single one requires a good lot of searching, but here's a few tips: 1) All the jungle huts have at least one green melon in them (some have more). Remember to collect all the coins to access the hidden melon. 2) Use the tulips to fire yourself up to the top of the main play arena and use your jump to leap from side to side. Some melons are in mid-air. 3) A number of shy guys fly about with melons in tow. Lick for the melons as firing at the shy guys will send both them and the melon plummeting downwards and out of sight. 4) Search out the drainpipes at the bottom and top of the arena. Inside each are a pair of huts full to the brim with melons. 5) Then there's the traditional platforming section with the ? switch at the top. Press it for a melon-style extravaganza. 6) Use your sniff throughout play. There are a couple of melons hidden away, out of sight.





It's not easy getting hold of all 30 melons. But that's a good thing, no?

INFO BOXES

Heralding from Mario's NES days, these friendly-faced info boxes provide you with a not-exactly-tricky-to-fathom clue. Usually they're present just prior to bosses, or sub-bosses, or secret bits that require a bit of sniffing around. They can also be used to gain height.

COINS

The traditional platforming lovely rears its points-scoring head and, in keeping with *Yoshi's* fluffy-smile and yippety-do-da world, they've got hearts engraved in them. They're only worth a point each but, in mass, can prove valuable. Use your nose to sniff multiple groups out.



MISS WARPS

Ol' Missy is more than pleased to be woken from her slumber, acting, as she does, as a handy restart point as well as a warp between different points within a level. She's dotted through the levels four times and you'll restart from the last Miss Warp you awoke (by jumping on her head).

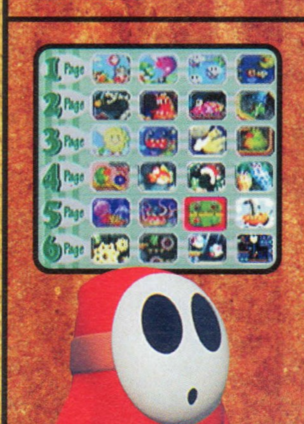


MAGIC VASES

Magic, indeed. Occasionally they're hidden but, for the most part, they're fairly easy to seek out. All you've got to do is jump onto them then push Down on the analogue stick. They're often the gateway between different parts of the levels, though sometimes take you to sub-games.



PAGE FIVE: Shy guy limbo



HOW TO... reach the secret melon contest

In order to notch up the full 30 melons, you'll need to find the secret melon contest hidden above the clouds in the sky. To get there, make your way to the second Miss Warp and wait for Lakitu and his mini-cloud to appear. Aim and fire at him (be wary of him lobbing spiky balls at you whilst you're attempting to line up your sights) and Lakitu will disappear leaving the cloud in mid-air. Jump onto the cloud and ride it up to the green pipe in the sky. On the other side of the pipe is a leaping contest where you can win seven melons. Remember to make the most of the airy lightbulbs (you'll see what we mean) and definitely take a run-up.

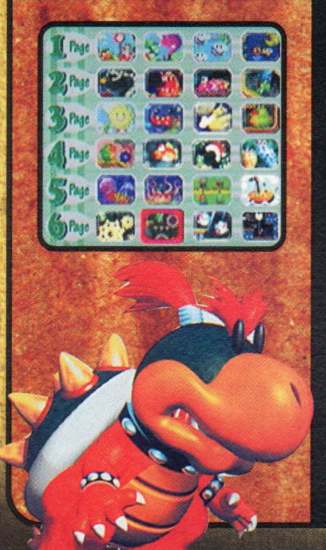


Ride the cloud upwards to the pipe...



...making sure you've avoided the spiky balls and killed off Lakitu.

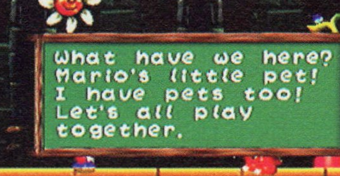
PAGE SIX: Lift castle



HOW TO... defeat baby Bowser

And so, you reach the end of the game. Impressed? Hmm, well, it's not quite Bowser in Mario 64, is it? Still, his infant incarnation is worth waiting for, not least because he has a rubbish poem to tell you. Brainy gamers will make use of the treefull of goodies to the right of the screen, where the fruit grows back five times and the heart twice. Also, if you've got eggs on you, get rid of them because, as Bowser hints at when he introduces himself to you, you won't need them but, instead, the bombs that drop down. By simply licking the bombs up, you can fire them back up at the green, slithery ghosts that Bowser rides round on. Hit them three times and they'll die leaving Bowser to fall and start jumping round the screen at you. Keep tossing bombs at him (remembering that, unlike eggs, they bounce off walls) and, rather surprisingly, it only takes three hits to kill him. And, if you're using a black or white Yoshi, you'll be treated to a different end sequence than normal. Hmm, tasty.







Poor Bowser. Has all these dreams of doom and ends up like this.

HEARTS Come in two sizes: big and, erm, small. Of the big variety there are four and you need all of them to open all the levels on the next page. The smaller hearts often appear after mass-melon collection and come complete with heavy metal music and short-time invincibility.



DAISY Flowers taste gorgeous in Yoshi's no-sharp-edges world. Especially this smiling daisy which has, indeed, plenty to smile about, particularly as it never dies. Simply lick at the daisy and her every petal will hand *you* an extra petal on your energy. Vastly useful.



TULIP Equally of use is the tulip which, once licked, will turn the old Yoshster into a throwable egg-ball-thing capable of reaching never-before-possible high levels. All you have to do is direct him with the cross-hair and then press B when you want him to turn back into Yoshi.



LUCKY FRUITS At the beginning of each game you start, you'll be given the opportunity to choose your lucky fruit. Once decided, this fruit will not only completely replenish your energy should you need to, but it'll also score you big points at the end of the day.

There's nothing more disappointing than a Nintendo game that isn't outstanding. Indeed, it's such a rare occurrence to find one, when it *does* trundle into the firing line you can't help but feel doubly disappointed. If there's one company you can rely on, it's Nintendo. And when they don't come up with the goods, oooh, there's hell to pay.

Which is why *Yoshi's Story* has had such a torrid time of it. Slated in America on its Japanese release and lukewarmly received here, the 64-bit outing for Mario's jurassic sidekick has, frighteningly, been heralded as Nintendo's first N64 failure. And it's easy to see why things should end up like this. The game, after all, has some plain-as-day failings. The sort of thing, in fact, that development powerhouses like Nintendo *never* fall prey to.

The main failing is its length. Or rather lack of it. Go for random fruit on each level and you'll fly through the game on your first play, possibly finishing it within an hour. Do the same on the three other routes and you'll be crying all the way to the bank. 50 quid on a game that lasts you less than a day? Absolutely criminal, especially considering this has come direct from those ultra-reliable minds in Kyoto.

Then there's the overall design. The whole package is so old school that you often can't believe you're playing a post-16-bit game. Both *Super Mario World and Yoshi's Island* on the SNES were bustling with new ideas. That's what made them so good. *Yoshi's Story* has none of that. It has floating platforms, shaky platforms, disappearing platforms, predictably-patterned nasties and coin collection. Absolutely everything in *Yoshi's Story* has been seen, used and thrown out before. And horrifyingly, there's even a couple of death-ensuing leaps of faith. From Nintendo! (Repeat: From Nintendo!)

Subsequently, it doesn't really play surprisingly. You wander through the levels, expecting the unexpected and by and large, you're disappointed. All of which has helped *Yoshi's Story* considerably in gathering up only a fair-to-middling reception since its release a couple of months back.



△ The magic dragon. He's got a red brother who kicks about in Koopa's Castle.





But, you've got to accept *Yoshi's Story* for what it is. It's *not* bigger, better, more. It's not a sequel to *Yoshi's Island*. If anything it's more of a sidestep – more of an add-on – and sadly for those seeking the instant thrill-injection of previous Nintendo outings, it takes patience and perseverance to get the most out of it.

Granted, you'll complete the game on your first day. Probably. But, the real chase comes with having to collect 30 melons on each course. Okay, so it's not ideal. It's not ideal to have to shift your attentions across to a challenge mode the day after you get the game. But thankfully the challenge mode works and because of the expertly structured levels (the wrap-a-round idea is fabulous and compliments this part of the game perfectly), it works magnificently.

Indeed, seeking out 30 melons is actually very tricky. And that's where *Yoshi's Story* operates – quite cunningly, actually – on two different levels. There's the easy, 30-pieces-of-fruit-and-you're-done part of it, which will suit younger and more inexperienced players down to the ground. And then there's the melon-collecting which, not only ups the difficulty tenfold, but allows more hardened players to discover previously unseen parts of the levels. Because in order to stock up on your full quota of 30 melons, you'll need to search out every single nook and cranny, and use every part of *Yoshi's* inventory in the process.

That's not to say that you won't ever go back to the main game. You will. We have. Perhaps a couple of weeks down the line, you'll fancy playing through it again and frankly, it's as much fun the second, or third time as it was the first. You'll forget little bits and when you play them again, your heart will warm and you'll realise how fantastic *Yoshi's Story* is. And it is.

So no, *Yoshi's Story* isn't a classic. It's not the next Nintendo game to revolutionise the console and the videogaming world. If you took out the graphics and sounds and stuck it all on the SNES tomorrow, you'd probably be equally excited. And some people will hate it for that. But those appreciative of the art that is game development will rightly sit back, look at *Yoshi's Story* and admit that it's actually incredibly good fun. And that, at the end of the day, is what it's all about.

TIM WEAVER

NEVER LOOK BACK

Dead? (Unlikely, we know, given the game's not-exactly-ramped-up difficulty.) Well, fear not. By simply resetting the game immediately after you've died, the game will resume on the level you last played. This is made particularly obvious by the fact that the story mode will have 'Level X' written under it (though, obviously the letter X will have been replaced, erm, by a number). However, you can go back and play the first page, if you choose. (But, at least, if you choose, this way you don't have to start on the first page EVERY SINGLE TIME.)



8 VISUALS
Unadventurous 2D? Not a bit of it. Everything is absolutely beautiful.

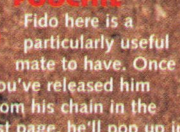
9 SOUNDS
The same tune throughout but remixed so magically you'll never want it to stop.

7 MASTERY
Plays like a dream and proves the N64 is as capable in 2D as it is in 3D.

8 LIFESPAN
Not an ideal main game, but the hunt-melon-aspect is fantastic.

VERDICT
Perhaps not everything we were expecting and certainly not an all-time classic, but *Yoshi's Story* is still a superbly playable and lovingly crafted game.





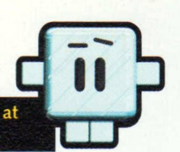
POOCHIE
Fido here is a particularly useful mate to have. Once you've released him from his chain in the first level of the first page, he'll pop up in various places, woofing his little head off to let you know that, if you sniff about, there's some top prizes to be had. Dodgy eyes, mind.



PAK E. DERM
Pak isn't exactly a major part of proceedings but, on the first level, you might well wonder how to get past him. Simply bottom-bounce next to him and he'll fall over, giving you the chance to leap over his over-sized lollipop.

SWITCH
These can sometimes be holed up in ? bubbles or found out on their own but they're often enormously handy, especially when searching out the full 30 melons. They can also activate Special Stuff™ (like coins or hearts) for a limited period of time, before they disappear.

PREVIOUSLY IN N64 We took a watery Future Look at *Wetrix* back in issue 14.



HOW TO... play Wetrix

It's simple when you know how...

1 Build a lake

Each round of Wetrix begins with a number of 'uppers' in succession – blocks that raise the level of the landscape by one unit. The idea is to create a perimeter wall before water begins to fall. Trouble is, there never quite appear to be enough blocks before H_2O begins raining from the heavens. So, compromise is the key. The idea is to create as big a barrier as you can and, if possible, a couple of little lakes to store early splashes.





2 Complete your wall



As water begins to fall more regularly and a gentle rain patters on the landscape, the gauge to the right of the screen begins to fill with blue. By now you should have noticed little flashing arrows at certain points in your wall. These indicate points at which water is flowing off into space. These have to be plugged up quickly.

3 Bombs away!

Just as you've created a stunning collection of waterways, Wetrix drops a bomb, blowing a hole through the landscape. To combat this, build a raised area in the right corner of the screen. When a bomb does fall, you can drop it in this 'safe' zone, returning to repair it later. Don't, however, drop a bomb through a hole in your landscape. This leads to the dreaded 'Re-Bomb', where random explosions destroy your walls and, invariably, your game.



4 What a downer



Green 'downers' reduce the land to the lowest level they touch. While at first these may seem a hindrance, they're actually the Wetrix player's best friend. To the right of the display is a meter that spells 'Earthquake'. This fills every time you place red 'uppers' and, if it reaches its limit, your landscape is rocked by a devastating, um, earthquake. Use green 'downers' to reduce unnecessary land mass, and you need never worry. They can also be used to create deep lakes for...

WETRIX

Wetrix			
OCEAN			
UK	May	64M	1-2
		Controller Pak	Cartridge back-up (no) / Rumble Pak (no)
£40			

'Water, water everywhere... and not a drop to drink,' said someone. And that pretty much sums up *Wetrix*. Thirsty work, this puzzle game lark...



The Wetrix tutorial mode is helpful, concise and easy-to-understand – a blessing, given its many weird complexities.

Players will come to covet fireballs in a very profound sense indeed...

That Ocean have decided to tempt cash from N64 owner's wallets with *Wetrix* – an intriguing little tête-a-*Tetris* – is unsurprising. Puzzle games can be hellishly addictive when well designed, often appealing to a wide range of gamers. And, without question, *Wetrix* has the ability to hypnotise the player in a manner that only the best puzzlers can. Everyone in the world must have 'come to' after a game of *Tetris* and realised that their face and shirt collar are covered with drool, day has become night and... argh! Des O'Connor's on the telly! Turn it off! Turn it off!

Trouble is, *Wetrix* is possibly one of the most unforgiving and abrupt N64 games you'll ever play. Select its 'Classic' mode for the first time and, within moments, an on-screen message will inform you it's Game Over and your rating is poor. And it'll probably say 'You can do better than that!', too. The git. With practice, however – and, most likely, a switch from analogue stick to the reassuringly responsive D-pad – players will begin to pick up the basics of lake construction. The first time you get a 'duckie' popping up in one of your lakes, the sense of joy is almost overpowering.

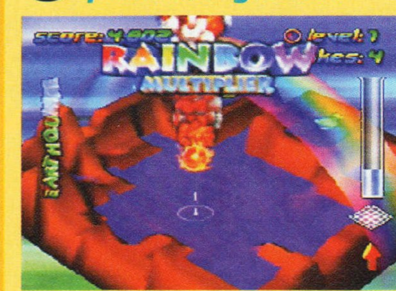
5 Oooh, ducky

Create a deep lake, and a little yellow duck pops up. 'Quack Quack,' he says, and it's hard not to smile at the cheeky young chappie. As long as he's contentedly swimming and quacking you, the player, get an increased number of points. Get three ducks on screen simultaneously, and you're well on your way to becoming a God of Wetrix. Manage four and people will genuflect to you while you're shopping. No, really.





6 'Red and yellow and pink and green...



...purple and orange and blue. I can sing a rainbow, sing a rainbow, sing a rainbow too.' And so will you when one of these pops up. Wetrix's Rainbow is one of those wonderful 'multiplier' things, boosting your scores by a large number indeed. I never actually learnt to count myself, but I've been told it's very clever. Rainbow Multipliers appear when the water level of your landscape reaches a certain level.

7 Fire and ice

Fireballs occasionally fall from the heavens, allowing the canny Wetrix player to dissolve a lake and, in the process, reduce the level of what we'll call the 'Blue Filled Bar of Death, Plague, Apocalypse, Game Over, Arrgh!' to the right of the screen. Ice, however, is more of a hazard. It falls with a warning and freezes any water it comes into contact with. Its effects can be negated with Fireballs and, fortunately, Father Time, but why is it that Ice tends to appear when you're desperately trying to reduce your water level..?



MODES IN THE WHOLE*

There are a number of different play modes for each *Wetrix* game mode. The first ones are easier, with solitary items and shapes falling from the heavens. If you've read the How To... on this review, you'll know all about them. The more difficult modes, however, see Uppers and Downers falling together, groups of three bombs devastating your landscape and water falling with Fireballs. It gets hellishly complicated, lending itself to a peculiar brand of videogaming masochism. Our advice is to stick to the basic modes until you're feeling very, very confident indeed...

*Regular readers will suss that I've stolen this heading from James's *Duke Nukem 64* review. It'll be a *dark* day indeed if any of you lot out there squeal on me...

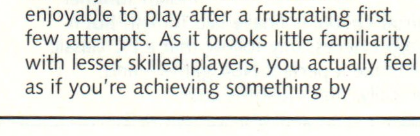


One lake? Get out of here! Two lakes? Now you're talking! Yeah!

Wetrix's two-player game is challenging – novices beware...

reaching level 15 with an unbelievably high number of points. Discovering different ways in which to score is almost a game in itself, and getting four 'duckies' on-screen with a Rainbow Multiplier is a pleasing reward for much frantic building.

Wetrix's two-player mode is enjoyable, too. With the screen split horizontally, players battle it out against each other, aiming to survive the longest. But unlike other multiplayer games like, say, *ISS64*, the amateur has absolutely no chance of beating the master. There's no chance of a lucky goal scored by chance in *Wetrix*... which is probably for the best, it not being a football game and all that. If your friends aren't gracious despite continued defeat, you'll probably struggle to find competitors. It's a shame, then, that there's no option for a one-on-one with an N64-controlled opponent...



But, all too often, this euphoria is dispersed by another drainage-type disaster, and it's around this point that players will begin to appreciate that *Wetrix* is not a kind and loving game. It hates failure. Should the water bar on the right of the screen fill to its maximum extent, *Wetrix* contemptuously skips to its high score screen, occasionally leaving players unaware of just how they lost.

It's the razor-sharp honing of its difficulty level that makes *Wetrix* so enjoyable to play after a frustrating first few attempts. As it brooks little familiarity with lesser skilled players, you actually feel as if you're achieving something by

Wetrix may not be the best game for the N64, but it's certainly a better puzzle game than *Tetrisphere*. Had developers Zed Two added a little more in the way of variety and incentive – like dancing pandas after 100,000 points and 'bamboo bonuses' if you make 'em jive – it would be a far stronger game overall. At a mere £40, it's more than worth a look – but if you've not got more than twenty stars on *Mario 64* or repeatedly crash Fox McCloud into walls in *Lylat Wars*, give it a miss. You have been warned...

JAMES PRICE

Evaporation has never – in the entire history – been so much fun...



"Somewhere, over the rainbow... weigh a pie," goes the song. Which is nice.

6 VISUALS

Nice, but not superb. Built for functionality rather than style, but there are some nice effects.

5 SOUNDS

Assorted beats, whistles and parps. The music becomes irritating after a while, though.

4 MASTERY

Could be done on another format, but it wouldn't be as pretty.

8 LIFESPAN

Will annoy you forever. Get yourself buried with the cart and be addicted for all eternity.

VERDICT

If it only had a little more 'pizzaz!' and novel features, we'd like it a lot more...

78%

PREVIOUSLY IN N64 We began battling the dark forces in issue 12's Future Look.

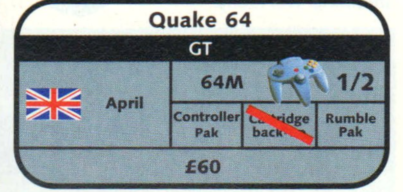
GRENADE JUMPING
While Rocket Jumping is explained in greater depth elsewhere, the less-used (and much more dangerous) practice of Grenade Jumping deserves a brief mention. Essentially, the basic premise is the same – jumping just before the explosion – but as grenades have a timer, it's incredibly difficult. The run has to be judged so that the player is airborne and travelling overhead at the exact point the 'pineapple' explodes. More often than not your remains land with a sad little 'splat', but mastering such a trick will make you the envy of your *Quake*-playing friends.





'Stop firing at me – it's 'snot' fair! Snot fair? Gedditt? Oh. I'll get me coat...'

Rockets are lucky enough to have their own bit 'o light sourcing. Nice.



Quake 64			
GT			
April	64M		1/2
	Controller Pak	Cartridge back	Rumble Pak
£60			

QUAKE

Aged PC conversion with no deathmatch or gory *GoldenEye* beater with monsters?

Quake. Speak the word. Let it roll from your tongue. PC owners will tell you that even its *name* sounds like a lover's caress, gentle fingers of silk trailing tantalisingly across a bosom strewn with rose petals. Or something.

Quake is possibly the biggest PC game ever released. Now two years old (and rather superseded by its sequel, the imaginatively-titled *Quake 2*), it's currently a budget title. In videogaming terms, it's almost of pensionable age.

After a barely-played (but rather clever) Saturn conversion, the N64 is to be the next console to offer ogre-ogling and grunt-gutting to its user base. With a PlayStation version unlikely (although rumours of a *Quake 2* on the PlayStation have recently come to light), this could be the 'Indian summer' before *Quake* is finally laid to rest. But it doesn't necessarily follow that a PC classic will make a perfect N64 game – and, ironically, that's just the case...

The nailgun is one of the best weapons you can use against these big brutes. Unless, of course, you have...

...the perforator! When fighting at close quarters, this is a weapon with unsurpassing style and sophistication.

Play with deathmatches, kids!

Quake's six specifically-built deathmatch levels are one of its best features. Designed specifically for multiplayer slaughter, the placement of weapons and pick-ups on each guarantees pitched battles in key locations. It may seem dreadfully unfair that your opponent can 'camp' by a level's solitary rocket launcher and repel all attempts at approach with explosive force, but it's an imbalance that works both ways.

Quake 64's multiplayer levels are, like the PC original, given ominous names like 'The Bad Place', but knowers of Quake refer to them as DM1 to DM7 — 'DM', naturally, standing for deathmatch. Here's a quick run-down of what to look out for...

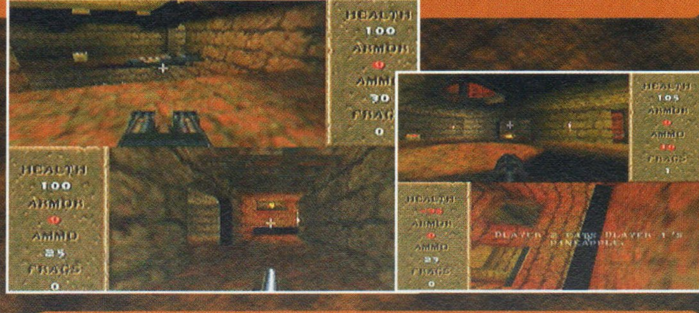
MAP 1

Best weapon: Grenade launcher.

Best technique: Grab the grenade launcher as soon as possible. You can find it by following the corridors upwards and around until you reach the highest point of the level. It's on a platform overlooking the main room. Just round the corner there's a switch. If you stand on this, you'll activate the drawbridge that leads to the yellow armour.

Look out for: The 100 Health box on a seemingly unreachable platform. You can jump across, but you're vulnerable to shots from the main room. Instead, check the wall of the corridor at the platform's side. There's a panel that, when shot, will open to allow access.

A favourite, then? No – it's possibly the least interesting deathmatch level.



MAP 2

Best weapon: Rocket launcher.

Best technique: Find the slip gate that leads to the high vantage point with the moving platform, situated over the main room (it has a suit of yellow armour outside it). Use the platform to get across to the 100 Health, grenade launcher and rockets. Then double back. Drop to the right of where you teleported in and pick up the rocket launcher. Now go through the small corridor and jump over to the Quad Damage.

Look out for: The steps in the 'main' room that lead to little barred cells on either side. Pushing the switches in these causes the floor outside to open, revealing a sea of lava. If your opponent is out there, you can watch him or her fry. However, there's a switch just inside the main door that makes the cells crush any occupant... you have been warned.

A favourite, then? It's a good one – and a favourite of the PC crowd – but perhaps too big for one-on-one battles.

64





MAP 3

Best weapon: Rocket launcher.

Best technique: Find the room with the rocket launcher and occupy the area. When your opponent comes along, fire at will. If you're feeling adventurous, you can travel up the stairs, take the exit to the left and then follow the route until you reach the Quad Damage. Drop back down to the room below and take one of the two doors on, ahem, the wall with two doors. Hey presto! You're back where you started, and tougher than ever.

Look out for: The Pentagram of Protection. You can reach it by swimming through a tunnel from the room with the rocket launcher, or by jumping from a window upstairs.

A favourite, then? Like DM2, it's just a bit too big for comfort.

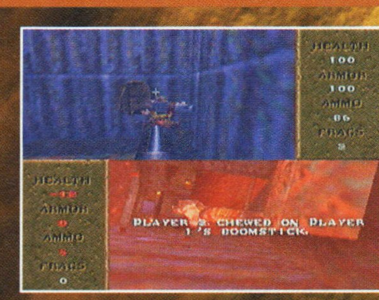
MAP 4

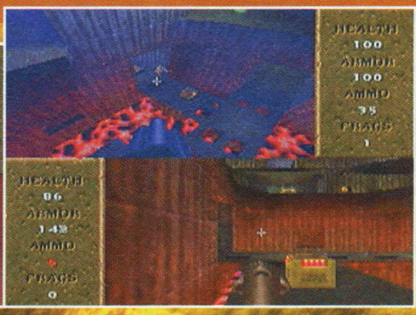
Best weapon: Thunderbolt.

Best technique: Jump across to the Quad Damage (it's on a platform in the main area). Now drop to the platform below – being careful to avoid the lava, of course – and head round to the rocket launcher.

Watch out for: Lava-based deaths. It's far too easy to fall in. Of all the deathmatch levels, DM4 is certainly the one that benefits the most from using the analogue stick to look around. There are loads of sniping positions, so it's important players can target assailants quickly and accurately. Using the analogue stick for basic movement is tantamount to suicide on this level.

A favourite, then? Yep. The best of the lot. It's tricky, but a perfect size for two-player bouts.





QUAKE TERMINOLOGY

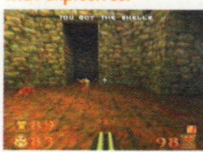
In *Quake*, a kill is known as a 'frag'. But there are also other terms you may be unfamiliar with. A particularly messy kill is known as a 'gib', where bodies are ripped to pieces by the force of an attack. Hanging around in a sneaky sniping position during a deathmatch is called 'camping'. This is considered a serious breach of etiquette in some gaming circles, by the way. A grenade is known as a 'pineapple', while a death that results from two people going through a 'slip gate' teleporter simultaneously is known as a 'telefrag'. And on it goes. There are other words that are generally used during multiplayer games, like ****, ****, ******, ******, **** and ****. These can be combined for maximum effect. For example: '**** gib ****** **** camping ******.' It's easy when you know how.

GO! GO!

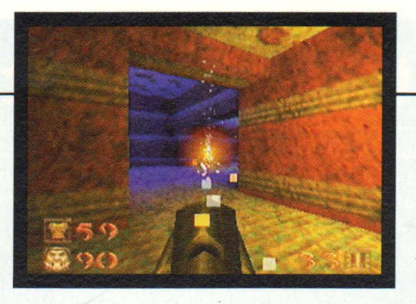
GIB-GIBBITY, GIB-GIBBITY...
A 'gib' is where a monster or an opponent is literally blown apart by your attack. Each assailant has a different stamina rating. They also have a 'minus' limit which, if passed, results in a gib. The table below shows just what you'll have to do with each...

Monster	Hit points	For a gib
Dog	25	-35
Grunt	30	-35
Zombie	60	0*
Knight	75	-40
Enforcer	80	-35
Scrag	80	-40
Spawn	80	N/A
Ogre	200	-80
Dark Knight	250	-40
Fiend	300	-80
Vore	400	-90
Shambler	600	-60

*Can only be 'killed' with explosives.



Rocket Man



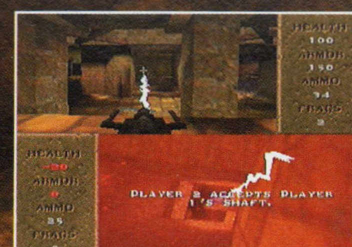
In the A-Team, when bad guys flee from a newly-discovered bomb – usually with cry of '(gulp)... let's get out of here!' – they look likely to be torn apart by the resulting explosion. But what happens? They fly through the air, arms flailing, to land in an unconscious heap (bar, naturally, the big guy, who gets to fight BA). You may have grown up with a vague suspicion that the antics of Hannibal's small but ever-effective army lack any educational value whatsoever, like us. But that is not the case.

You see, a curious consequence of *Quake 64*'s in-game physics allows players to reach otherwise inaccessible heights through the joys of the 'rocket jump'. This can be performed by facing the ground and moving towards the intended destination. The clever bit, however, is to jump and fire a rocket half a second later. Performed correctly, this manoeuvre allows players to grab otherwise tricky-to-find power-ups, make shortcuts and – in extreme instances – escape in style from marauding monsters. The basic premise is the same as that which dictates that bad guys in the A-Team go 'arrrrrrGHHHHHH! (crunch)', if you think about it.

Play with deathmatches, kids! contd

MAP 5

Best weapon: *Rocket launcher.*
Best technique: *As soon as the deathmatch starts, find a pool of water and jump in. You should find yourself in, or by, a main pool with a little alcove on one corner. There you'll find a Thunderbolt, some cell ammo and a Pentagram of Protection. If your opponent has the same idea but you get there first, immediately jump back into the water and fire the Thunderbolt. You'll take no damage, but your poor swimming partner will positively go to pieces. Literally.*
Look out for: *The switch-activated door that leads to a small room with a rocket launcher and a 100 Health box. This is a site of frenzied battles. If you're clever, you can wait until your opponent pushes the switch to open the door, then nip in ahead of them and steal the goodies first...*
A favourite, then? *It's not bad, and the long corridors make it perfect for rocket battles.*





MAP 6

Best weapon: *Rocket launcher.*
Best technique: *Find the room with the rocket launcher on the floor and a suit of red armour on the platform above. Grab them both. From this position, you can see all three entrance points clearly, so it's fairly easy to pick off your opponent without taking a hit. Of course, 'camping' in the one position is hardly sporting, but the objective is to win, after all...*
Look out for: *A floor panel in the main room that appears out of place with its surroundings. Shoot it once, and it'll open, leading to a Thunderbolt, some ammo and a Ring of Shadows. The teleport leads back into the area you just left, so be aware that you opponent may be waiting for you when you exit – invisible or not, rocket blasts to your exit point can seriously damage your health.*
A favourite, then? *After DM4, this is probably the best level.*



MAP 7

Best weapon: *Rocket launcher.*
Best technique: *Just run around the level like a crazed mad thing, shooting at every shadow. This stage, again, is a little on the large side, so merely 'camping' in a convenient position will lead to much boredom.*
Look out for: *The 'wind' tunnels, which propel players at high speed to a new location. Remember not to fire explosives forward as you travel through them – it's a big mistake. But if you see someone else enter one, it can't hurt to lob a few grenades in that direction, can it?*



It hurts, of course, but less so if the timing is right. The trick is to shoot rapidly. Of course, if you're good enough to perform rocket jumps at will, you'll have left health packs and armour behind that you can collect if necessary. This skill is also very handy on the claustrophobic multiplayer level – it allows you to collect the Quad Damage with ease. It's not just showing off, this rocket jumping lark – it can be practical, too...



...and, hey presto! Must remember to not shoot pants off next time, though. Bunnies.

A quick blast 'n' jump and, hey...

Here we are. But we want to be up 'there'...

BUILDING SITE**
For some strange reason, *Quake 64* features fairly lengthy pauses before each level begins. The message 'BUILDING' pops up on screen, and the player is subjected to a roughly five second wait. But why? How is it that a cartridge game needs to pause for a load? The only explanation we can think of is that *Quake 64* is 'de-crunching' game data – that, to fit all the requisite information on the cart, Midway compressed the code to a huge degree. It's an annoying flaw, more as a principle kind of thing than a genuine annoyance. But, hell...



P-p-p-pick up a pick-up

Not only does *Quake 64* have a comfortable number of weapons to collect, it also has a number of other curios players can utilise during play. From armour to the fearsome Quad Damage, the significance of these items is hard to understate. So it'll come as no surprise, then, that we intend to tell you all about them.

health

Essential, these. Adorned with helpful Red Cross-style plus signs that promise immediate cessation of ailments, health packs are scattered liberally throughout Quake 64's *levels. They replenish stamina by a set level, so it's wise to check your status before picking them up. If, for example, health is at 97, picking up these joyous bundles will only increase that total to 100. It's wise to leave a number to collect after later confrontations.*



quad damage

Arguably the greatest collectable in the history of first-person shoot-'em-ups. Debate, if you will, the merits of Quake 64 *as a one-player game. Question its visual integrity as you please. But don't, whatever you may do, 'diss' the Quad Damage. As its name suggests, the Quad increases the power of shots fourfold, resulting in a number of messy deaths. Its effects last for a limited period – and occasionally end abruptly as less skilled players blow themselves up – but there's no doubting its usefulness as, to electric guitar power-chord accompaniment, body parts fly through the air...*

pentagram of protection

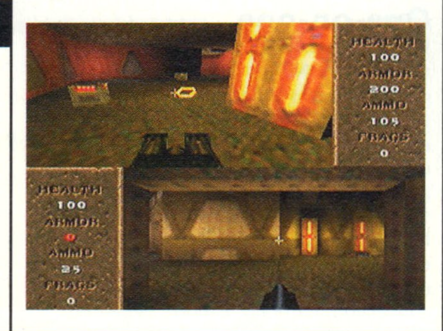
Although rare, Pentagrams are extremely useful items. They increase a player's armour rating to 666 for a limited duration, therefore bestowing invulnerability. No, really. It makes sense if you think about it. With Pentagram in pocket, players take no damage whatsoever, and can even fire the Thunderbolt underwater without cooking various extremities.

100 health boxes

These packages tend to be well hidden, but it's worth the effort to seek them out. Whatever your current stamina may be, they increase it by a hundred. Even if you're in top condition, the extra health still counts. However, this extra strength is a temporary gift. Unless you're attacked by various monsters (who, doing what comes naturally, lower the number forcibly), your new stamina total starts counting down until it reaches the usual limit of one hundred.

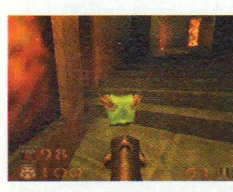
ring of shadows

Not surprisingly, this little beauty renders players invisible for a short period of time. Remember, though, that monsters are not entirely stupid – by firing at assailants, they'll become aware of your general position and fire accordingly. Whereas this pick-up is a rare but nonetheless moderately significant collectable in Quake PC *deathmatches, it's pretty much useless in* Quake 64. *After all, a quick glance at your opponent's half of the screen rather negates its usefulness...*



armour

There are three varieties of armour to collect in Quake 64. *The Blue Armour gives players 100 points of extra protection. That's a reasonable total, but overshadowed somewhat by the Yellow – it offers 150.*



Finally, the best of the lot is the Red Armour, with its massive 200 points worth of protection. Finding armour is essential in Quake 64. *Without it, players will find themselves dying with alarming regularity – and the more difficult later levels see it hidden in more and more obscure locations...*

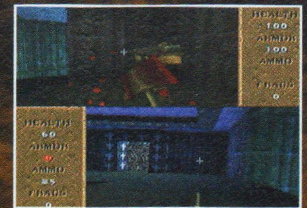


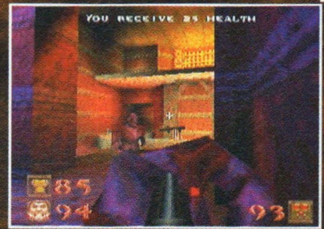
GO! GO!

ARGH! Artillery

When confined to the small screen, guns can be fun. And, like its many contemporaries, *Quake*'s weaponry is very imaginative.

Axe
As much use as a chocolate kettle. It's good for shaming less-skilled friends in deathmatches, little more.





Shotgun
Not bad as a sniping weapon, but not much use against bigger monsters.

Double-barrelled shotgun
Great at close range, but the fire spreads too much at long distances. Good for dispatching groups of Grunts.

Nailgun
A top weapon, this. Fires nails rapidly, and tends to 'freeze' opponents as it does so.

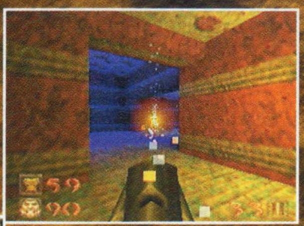


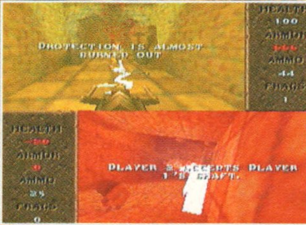


Perforator
The next step up from the Nailgun. Fast and lethal, especially if you have Quad Damage.

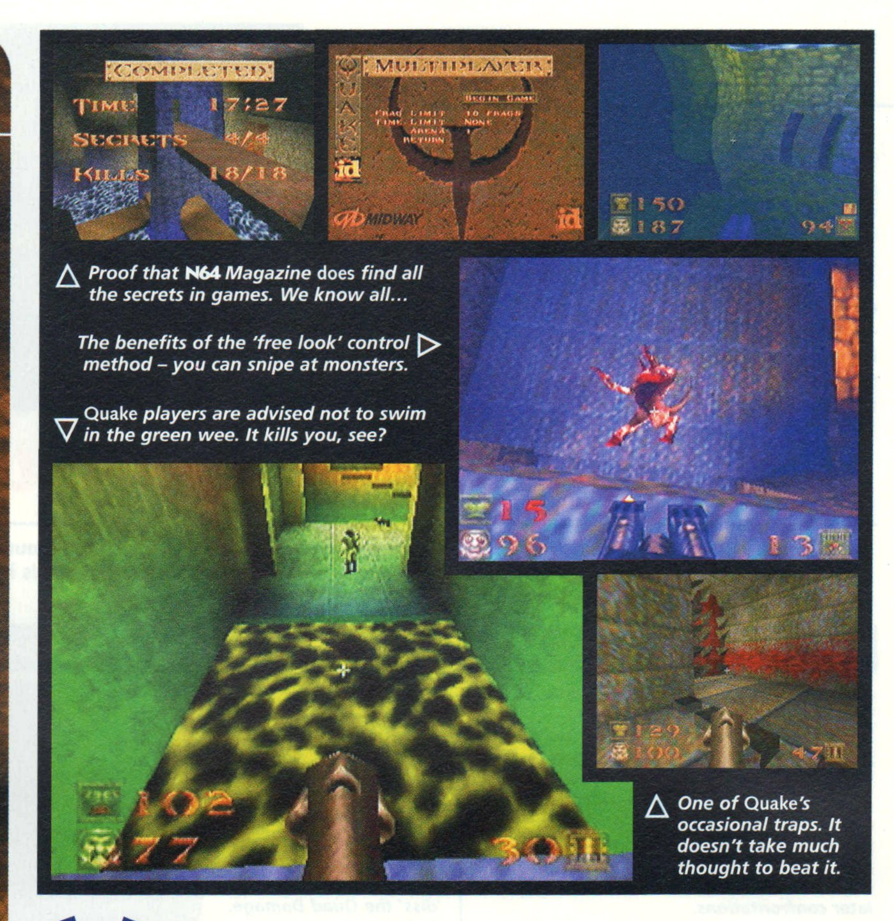
Grenade Launcher
'Pineapples' bounce when fired, so this is a great tactical weapon. Don't use it at close range.

Rocket Launcher
The *Quake 64* weapon of choice. The explosions make it awkward at medium to close range, though.





Thunderbolt
A great gun, but remember not to use it near water. Best used in close quarters, its bolts can pass through several monsters.



△ Proof that N64 Magazine does find all the secrets in games. We know all...

The benefits of the 'free look' control method – you can snipe at monsters. ▷

▽ Quake players are advised not to swim in the green wee. It kills you, see?

△ One of Quake's occasional traps. It doesn't take much thought to beat it.

While PC owners continue to wax lyrical on the subject of *Quake 2*'s perceived merits, GT's N64 conversion of the original *Quake* finally gets a European release. And, like closing your eyes, sticking your thumb in your mouth and pretending the said appendage is Natalie Imbruglia's tongue, it's not an *entirely* charmless way to pass the time. id's *Doom* sequel is – quite rightly – regarded by many as a classic video game.

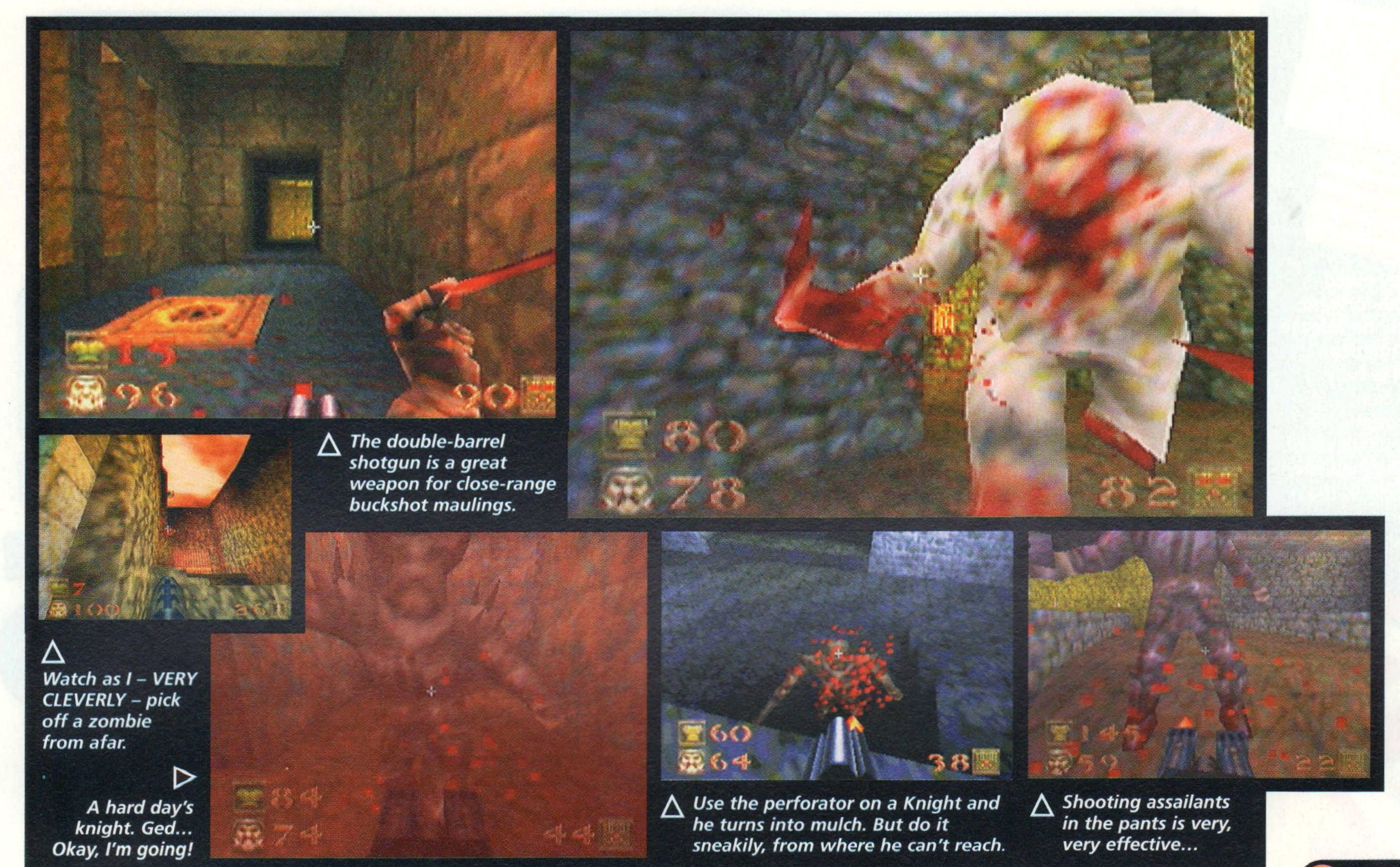
But, and this is a big 'but', *Quake*'s one-player mode remains the subject of much controversy in PC gaming circles. Some would have you believe that its single player game is atmospheric, well-constructed and worthy of ridiculously high review scores. Others, of course, will beg to differ. 'There's not enough variety,' they'll cry. 'It's too repetitive,' they'll add. And, ultimately, the most telling statement of all will be thus: 'Does anybody want a deathmatch?'

One-on-one
While it's hardly good form to begin a review of an N64 game with two paragraphs of stuff about the PC original, such information is necessary when talking about *Quake 64*. The PC original allows multiplayer battles with large numbers of players, either over a local network (linked machines) or via the Internet. This N64 conversion allows only one-on-one rucks. The PC version can (and does) rely on its superb multiplayer mode. GT's conversion, naturally, cannot. When PC magazines gush superlatives whenever the name *Quake* is mentioned, they're nearly always referring to the so-called 'deathmatch' sessions.

So, bar a flawed two-player compromise – more of which later – *Quake 64* has to rely on the oft-questioned charms of its single-player game. For those unfamiliar with the PC original, think *Turok*, but mostly indoors. Envisage dark gloomy corridors, inhabited by polygon-based creatures of unsurpassed ugliness. Don't, however, allow the hallowed name '*GoldenEye*' to cross your mind.

Quake 64 duplicates the architecture of its PC counterpart well, although there are a few instances where fans of the original will notice certain (perhaps unneccesary) simplifications. From dingy, stylised Medieval-like castles to gloomy futuristic corridors, *Quake* is truly the master of the hue known as 'brown'. Orange brown, light brown, muddy brown... virtually every permutation of muddy colours one could imagine, in fact. In style terms, *Quake* 'gets down' at school discos in brown cords and rocket ship underpants, while the immeasurably more colourful *Mario 64* and *Mischief Makers* sneak off for a snog outside the science block.

As its lack of varied palette is more affectation than real shortcoming, it'd be churlish to criticise *Quake 64* on that score. The deeper truth is, over-use of brown or no, it's just not a particularly attractive game. Certain levels are better than others, but most feature nondescript corridors and



△ The double-barrel shotgun is a great weapon for close-range buckshot maulings.

△ Watch as I – VERY CLEVERLY – pick off a zombie from afar.

▷ A hard day's knight. Ged... Okay, I'm going!

△ Use the perforator on a Knight and he turns into mulch. But do it sneakily, from where he can't reach.

△ Shooting assailants in the pants is very, very effective...

rooms, simple panels providing boundaries for play. Level layout in first-person shoot-'em-ups is a bit like a Lego castle, see, with 'blocks' of textures connected to create a solid environment. *Turok*'s rocky cliffs are made of these, as are *GoldenEye*'s corridors. There are no tangible seams, so their solidity – though an illusion – appears convincing to the player.

Look closely

Take a long glance at *Quake 64*, however, and you can almost *see* those invisible divides. Its water textures, in particular, are noticably made up of squares if you look closely enough. The *deeper* truth, of course, is that *Quake* just isn't visually impressive these days. It's getting on a bit, bless it. id's game engine was once a wonder of the western world. Time has not been kind.

Without visuals as bait, and with £55 being a sharp hook for *any* N64-owning fishy to swallow, *Quake* must rely on its gameplay to tempt parsimonious piscines from game store waters. However, contrary to reports you may have heard, its one-player game is hardly terrible. Indeed, it's actually rather enjoyable, in a mindless kind of way. Unlike *GoldenEye*, where Mr Bond lives despite taking enough hits to kill, say, Belgium, the *Quake* player's life is not nearly so charmed. Early assailants – such as Grunts and Rottweilers – are easy cannon fodder, inflicting little damage. By using circular strafing – the key to beating almost any first-person blaster – these opponents become little more than an apéritif.

Later monsters, however, are far harder to dispatch. Fiends leap, claws forth, at your position; Knights fire laser blasts from their swords; chainsaw-toting Ogres throw grenades. The biggest beast of all, the white-coated Shambler, fries players with bolts of electricity. The claustrophobic corridors make it harder to simply sidestep attacks as you would in open areas, so a little more strategy is required to clear later levels.

...its one-player game is hardly terrible. Indeed it's actually rather enjoyable, in a mindless kind of way.

Players will soon realise that using the analogue stick to look around à-la-*Turok* is perhaps essential. With monsters lurking above and below, digital buttons are just too cumbersome as view controls. Having the ability to cast a baleful glare in any direction is particularly important further on in the game, where the player tends to get attacked from all angles at close range.

Yep, *Quake* is enjoyable enough as a solitary pursuit, no doubt about that. But classic? Hardly. *Duke Nukem 64* and *Turok* are the kind of games that remove the will to sleep. *GoldenEye*, alone and untouchable in its videogame Premier League, ensnares players in a far more profound way. Ribs protruding, reddened eyes wide open, buttocks clenched, it's as much as you can do to chant the mantra 'I *love* Rare'. *Quake 64*, however, is 'merely' a satisfying diversion.

Dated

Perhaps it's that its monsters and locales don't involve the player as much as they should. Maybe it's the annoying delay between levels where, shamefully, *Quake 64* appears to pause in order to load. Or maybe *Quake* is looking a little dated, lacking the polish of more recent releases.

If Midway hadn't delayed *Quake* in order to add a two-player mode (which should have been a four-player mode, of course), we'd have struggled to recommend *Quake 64*. It's a basic port, little more. It in no way improves upon the original which, two years from its first release, is a bit of a joke. But it's not a *bad* game, it's just not a *great* game.

The pecking order for N64 first-person blasters reads as follows: *GoldenEye*, *Turok*, *Duke Nukem*, *Doom*... and *Quake*. You see, at least GT *tried* to enhance *Doom* for the N64. *Quake 64* is just a bog-standard conversion. It should be brilliant. It's not. It's 'just' good, and no more. Shame.

JAMES PRICE

5 VISUALS
Average, functional. Little more. We expect much more.

4 SOUNDS
Poor music and background 'sounds'. The Quad noise is fab, though.

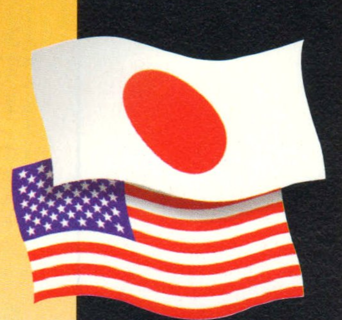
3 MASTERY
Been done on other formats. And *GoldenEye* does it *far* better on the N64...

7 LIFESPAN
The deathmatches will keep players interested. The one-player game's quite tough, too.

VERDICT
A disappointment. *Quake 64* is little more than a straight port of the PC original. That's okay in *some* ways, but we hoped for more...

79%





The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 We first played *G.A.S.P!* in a Future Look in issue 13.

G.A.S.P! Fighters NEXTream				
KONAMI				
Japan: Out now	64M			1/2
USA: May	Controller Pak	Cartridge back	Rumble Pak	
UK: TBA				
¥6900 (approx £35)				

Contender for *Tekken*'s crown, or just the most unwieldy title ever?

G.A.S.P! FIGHTERS



Let's face it, the N64 is not the ideal machine to own if you want a good range of beat-'em-ups. ***Fighters Destiny*** and ***Mace*** have gone some way to repairing the damage done by the likes of ***Mortal Kombat Trilogy*** and the utterly heinous ***War Gods***, but a Namco, Capcom, or Sega-standard release is the holy grail that has so far eluded every N64 developer.

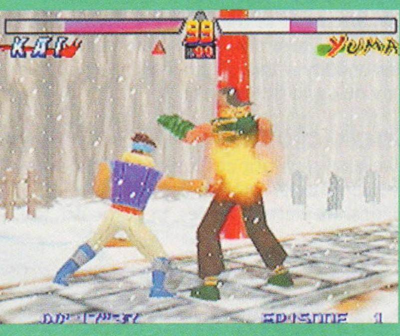
So, what exactly can we expect from Konami's attempt to promote the Nintendo 64 to the Brawling Premier League? Is *G.A.S.P! Fighters NEXTream* the long-lost brother of *Virtua Fighter* or the illegitimate offspring of Sub Zero and Sheeva? And is this the Konami of *ISS64* and *Mystical Ninja* fame, or of *Nagano* notoriety? Read on, and everything will be revealed...



Once again, Miki and Rin have broken up. This time it looks like it's for good.

Sakai Yuma – a true gentleman warrior. In fact, he's already phoned for the ambulance that Kai will shortly be requiring...





But Kai has other ideas, administering a swift jab to the midriff. A fatal mistake.

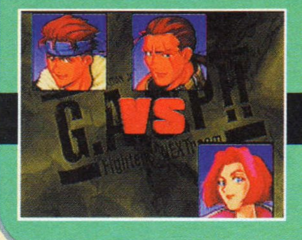
Serina shows off her blue lighting effect.

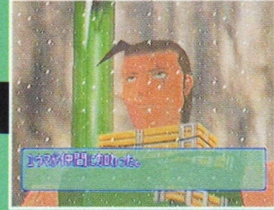


Tag team gamesmanship

The Tag mode is an interesting take on the basic one-player game. You must take your character through the standard sequence of single player battles until you meet a certain opponent (they differ for each fighter). Administering a sound thrashing will persuade him/her to join you in your quest to, erm, batter even more people.

Quite why this happens, we're not sure – the crucial text is all in Japanese – but tapping L and R when the going gets too tough will cause your beleaguered character to leap off the screen, to be replaced by your newly found friend. Fair? Absolutely not, but playing by Queensbury rules against this lot will only result in a trip to casualty.









NEXTream

BOSS
G.A.S.P!'s bosses come in two varieties. First up is the common household sumo bloke – big, strong, but no real challenge. The second boss is where it's at – knock him about a bit and he morphs into a statue or, if he's really annoyed, a werewolf. Had us worried for a good 20 minutes!





CHARACTERS

Here they are then. And what an exciting bunch they are too.

HIMURO KAI
The default character and basic all-rounder. Formerly known as Ryu (amongst other things), he is jack of all trades and master of only one or two. A Rich Tea biscuit of a character – functional and bland.



YAEGASHI KAORU
Unlikely to be picked by anyone over 10 years old. His diminutive stature and perky nature inspire nothing but revulsion. Enjoys dancing on the chest of his fallen foe. Probably a marshmallow spread kind of kid.



KIRYUIN MIKI
Tall and elegant, with a nice line in dismissive taunting. Not the greatest fighter, but capable of upsetting parents with her bouncing bits on the player select screen. OK, in a take-it-or-leave-it sort of way.



HIYU SERINA
Serina kills all known opponents dead. The easiest character to get to grips with, it's possible to finish the game with her, using only standard kicks and punches. She resembles no kitchen product. Other than Domestos.



JIMMY
His signature is as badly drawn as the rest of him, so we may never know his true name. Fights a lot better than he looks, but his canine howling is off-putting. In the beat-'em-up kitchen, he is the jar nobody dares open, lest it reek of mould.



KILLER KONGOH
The standard slow-but-powerful type of character but, this being G.A.S.P!, he is neither slow nor powerful. His head-butt move is one of the better ones though, causing us to dub him King Tabasco, the spiciest of characters.



SAKAI YUMA
Much more like it. Yuma lives in a temple near Mount Fuji, venturing out only when there is much bottom to kick. A man of few words, he is capable of extreme violence. Rather like a chicken vindaloo, in fact.



AGAMI CAROL RIN
Are all cute Japanese schoolgirls martial arts experts? 'Carol' certainly is, proving adept at flying through the air making irritating squeaking noises. Like a fine souffle, her lack of weight will cause her to collapse under pressure.



GO! GO!


Beat-'em-up time again. Ho, hum. Read a sprawling list of commands, memorise a couple, and spend the next ten minutes getting booted all over an empty arena while you try in vain to pull off the fabled Triple Windmill Cyclone Fury, or the 20-button Yellow Dragon Chow Mein Special. What a treat.

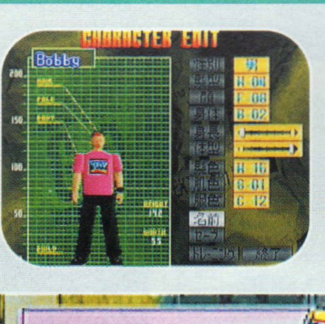
Few fighting games have ever dared to deviate from this tried, tested and inexplicably popular format. The few who dared to be different, such as *Virtua Fighter*, have spawned so many near-identical sequels over the years that their original lustre has been somewhat dulled. Of course, that's not to say we don't dream wistfully of a *Tekken* or *Street Fighter* on the N64, and the release of any new N64 beat-'em-up is preceded by such a furious bout of hype, and Internet Chinese whispers, that the game itself is almost guaranteed not to live up to expectations.

Fortunately for *G.A.S.P! Fighters NEXTream*, nobody seriously expected it to be a genuine *Tekken*-beater. The best we could really hope for was another *Mace*, or, if we were very lucky, a *Fighters Destiny*. Sadly, what we appear to have got is a sub-*Dark Rift*, middle-of-the-road, punch/kick/block memory test.

G.A.S.P!'s fighting system is reminiscent of a slightly confused *Virtua Fighter*. Sega's enviable classic featured intuitive and varied special moves without an over-reliance on complex button sequences. Konami's game apes this in its use of a three-button fighting system, but there the similarity ends. *G.A.S.P!*'s more interesting moves require such precision in hitting two or three buttons simultaneously, often as part of a lengthy sequence of D-pad directions, that most fights are reduced to a messy, skill-free frenzy of random button-stabbing. Perhaps

Meddling with nature

***G.A.S.P!*'s most original feature is the weird and wonderful character creation mode. Choose a face, hairdo, and clothing, then tweak the sliders to change the height and fatness of your new alter-ego. Once you're satisfied with your creation you must train it before you can use it in a full battle. Choose your favourite computer opponent, whack him around a bit, and then steal one of his best moves for yourself. Interesting, but there isn't really a great variety of different looks you can create, and it will take a very dedicated player to slog through all the characters, collecting one move at a time. It's not bad for a ten minute novelty, but it lost its appeal for us very, very quickly. Rather like the rest of the game.**









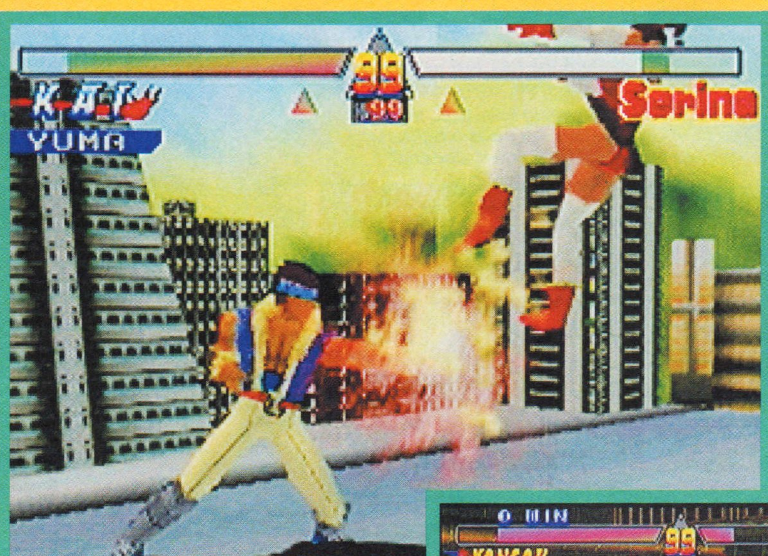
◁ *Bobby, from King of the Hill, found that letting the tyres down on Kongoh's camper van was a prank too far. May he rest in peace.*



Kate Moss – as confident in the ring as she is on the catwalk. But Kaoru finds he can still teach her a thing or two about peanut butter and jelly sarnies. ▷







Yuma waits in the wings just in case Kai's roundhouse only makes Rin angry.

Once again, Kai draws confidence from Yuma's presence as he picks a fight with another girl...



Three cheers for Kai! Another petite young lady battered senseless, and Yuma didn't even have to get his knuckles dirty. A hero for a generation.

unsurprisingly, this approach saw us through to the end sequence without ever breaking into a sweat.

The fighters themselves are a weedy and uninspired bunch. They all play in much the same manner, with only a few complex specials to distinguish one from another. Some of them, notably 'Jimmy' the zombie, are laughably badly drawn, and the animation throughout is utterly unremarkable. The best fighting games all share a horribly realistic feeling of solidity – some of the 'dislocation' moves in *Tekken 2* really bring a tear to the eye. *G.A.S.P!* never manages to achieve this, with characters appearing to skate across the floor and blows rarely appearing to connect with any force.

And some of the moves are just plain feeble. Picture this: Jimmy, rotting flesh hanging off his bones, grabs his opponent by the throat. Lifting his struggling victim, one handed, into the air he draws back his putrid fist... and administers *a gentle slap around the cheeks, accompanied by the sound of a small elastic band snapping*. Or this: Serina and Miki's dispute over which Pocket Monster is cutest gets out of hand. "Pikachu!" yells Miki, waving her *Pilotwings*-style bony legs at her former best friend. "Myutsu!" retorts Serina, flapping her hair in her trademark taunt. An almighty barney ensues, resulting in Miki lying dazed on the floor. Serina closes in for the kill. Stretching out a foot, she performs a killer special move, *stepping on Miki's leg as if grinding out a fag end*. Game over, Miki.

Well, OK – *G.A.S.P!* does have *some* redeeming features. For example, there are some excellent interactive backgrounds – it's possible to knock your opponent through the walls, revealing new areas to brawl in, and you can use the sidestep buttons to manoeuvre yourself behind bits of scenery in order to gain a moment's respite. The lighting effects are excellent, with the searchlights on Himuro's stage casting moving shadows, and the create-a-player feature is an interesting idea. But it's all very patchy, and the few novel features it has are let down by its failure to master the basic requirements of a fighting game, namely a gentle learning curve, variation between the characters, and a small dose of realism.

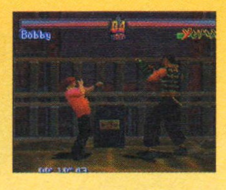
Without any of these things, *G.A.S.P!* is well down the evolutionary scale of beat-'em-ups. If *Virtua Fighter* is modern man, then *G.A.S.P!* is Bigfoot – an ugly, shambling, brainless missing link, notorious but unlikely to ever be seen by more than a handful of people.

MARTIN KITTS

An utter mismatch. A tragic waste of a young life.



'Killer' Kongoh demonstrates the art, speed, and power of the perfect head-butt. Kaoru is fighting out of his division here.



GRUDGE MATCH
Before each bout, you have to stand around for a few seconds waiting for the CPU to allow you to commence fisticuffs. This time can be used productively by pressing R and any C button to taunt your opponent, winding him up into an uncontrollable rage. Attempting this during the fight may land you in hospital.



ACCESSIBILITY
The Japanese text in the load/save options is highly confusing, but apart from that it's pretty straightforward.

6 VISUALS
Nicely lit backgrounds, featherweight animation. And Jimmy.

5 SOUNDS
The music's OK, but the sound effects simply don't fit the action.

5 MASTERY
For the lighting effects, nothing else.

2 LIFESPAN
We'd be surprised if it lasts you more than a week.

VERDICT
Even given the limited competition, *G.A.S.P.* is rooted down at the lower end of the N64 fighter's hierarchy.





◁ Um, nice face. Actually, no, we're very disturbed by both the hair and general appearance of this man. Freak.

▽ Weird pink alien going's-on. Still, that bloke opposite (who doubles up as a fighter) doesn't seem too perturbed, does he?



△ The old character selection screen. Each and every one of these people are weird.

SUSUME! TAISEN PUZZLE DAMA

Complicated name, simple little game...

ACCESSIBILITY

Impossible. Luckily we found the bowling game on the second screen, at the third option to the left.

3 VISUALS

Inspirational. On the SNES.

4 SOUNDS

Sampled speech (including – shock! – swearing in English) and ker-razy tunes. Hmpfh.

1 MASTERY

Um, no.

8 LIFESPAN

All-important multiplayer spice and the whole *Puyo Puyo* concept is *still* magnificently addictive.

VERDICT

A rattlingly good puzzler with a few nifty additions. But, it's *Puyo Puyo* at £35.

78%

Heralding from the *Puyo Puyo* school of like-coloured blobs comes the catchily-named *Susume! Taisen Puzzle Dama*. And whilst it largely remains the same as Compile's effort on the N64 a couple of months back (*Puyo Puyo 64*), there're a few noteworthy changes.

But, before that, serious import gamers (for, without a word of doubt, you'd have to be pretty serious to slap down 35 notes for a slightly different version of a game that's been around for years and can probably be found on the hard drives of PC's, or hiding away on the Internet somewhere FOR FREE) will want to know that, as well as the pretty familiar game of *Puyo Puyo*, there's also a bowling sub-game, where you can compete with up to four players in a miniaturised version of a Saturday night out at your local Bowl-a-rama. Except you now have to have the reflexes of a sizeable jungle cat, tapping A at just the right time to achieve a strike.



△ That lady on the right swears when she loses. Lucky, then, for those with sensitive ears, that she's just won.

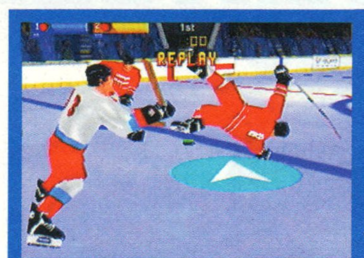
And when you do, the screen goes blue in a *Street Fighter* fashion and your little character cheers and splutters and wanders about in an excitement-fuelled daze. All very essential.

Still, onto the main game. It largely remains the title we've come to know, love and swear at. Match those blobs together in collections of three or more, the screen explodes, accompanied by some bizarre Japanese shouting, and you're onto a winner. The big prizes come with chain reactions, which now produce coloured blobs inside a glass box for your opponent, which can't be matched up or broken until you're lucky enough to have the right icon drop down. And the new icons include a Pacman, which eats away at a line of blobs when it's released; the Smiley Face icon, which drops down and can shatter the glass of the blobs directly around it (and, in turn, help you to achieve those chain reactions); and finally, the Nasty Smiley Face icon, which drops down and encases the immediate vicinity of blobs in glass.

Susume! Taisen Puzzle Dama				
KONAMI				
Japan	Out now	128M		1-4
USA	TBA	Controller Pak	~~Cartridge back-up~~	~~Rumble Pak~~
UK	TBA			
¥6800 (approx £35)				

One criticism of this version is its apparent ability to cheat. Achieve a thunderous chain reaction and your opponent seems to suffer very little. Indeed, after scoring a ten-hit chain (that's TEN-hit), our opponent had three lines of glass blobs added to his side, which he promptly got rid of and, seconds later, dumped – with five other lines – on our side. Which, all in all, makes this a better game against a slightly fairer human player. But, of course, *Puyo Puyo*'s always been that way.

TIM WEAVER



◁ Nasty elbow wound there mate.

Fatso. More of that hand-waving and he might shed a few pounds. ▷

Nice Nagano reminders but still no player reflections on the ice. ▽





So Russia have just scored then. Good luck to 'em. ▷

DEFECTIVE
Should the mood take you, it's possible for players to 'defect' from one country to another. Using this option allows you to assemble a dream team of the most violent players from around the globe, guaranteed to go ballistic right from the face-off. U – S – A! U – S – A!



▽ A nice top-down perspective.

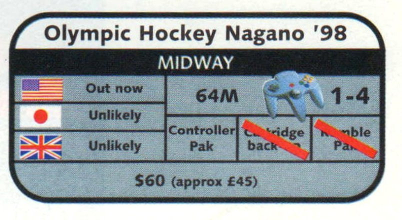




◁ Much more of this you'll be hearing the anthem.

OLYMPIC HOCKEY NAGANO '98

Thought you'd seen it all before? Sadly, you have.



Weren't the Winter Olympics brilliant? All that fun and frolicking in brass monkey conditions certainly fired the imaginations of programmers across the world. Surely any game connected with those five rings of joy couldn't fail to capture the public consciousness, making heroes of even the lowliest coders. And when those coders work for the same company that brought us *Cruis'n USA*, *War Gods*, and the incredible *Mortal Kombat Mythologies*, we are surely looking at a certain worldwide hit.

But writing a game from scratch is a tricky business. Computers talk in a rather strange language, and those able to understand it are not only few and far between, but also slow, temperamental and expensive. So put yourself in Midway's shoes for a minute: You desperately want to cash in on the IOC's enthralling winter extravaganza, but you simply can't spare the programmers, the time, or the money to produce something new. So what do you do?

Fortunately you are Midway, publishers of the successful and (fairly) well-regarded *Wayne Gretzky's 3D Hockey*. So it's a simple matter of changing the team names, scanning in a bit of generic Winter Olympics artwork, writing a few tinkly national anthems, and hey presto! A brand new game! So now all you have to do after your ten minutes' work is sit back and wait for the cash to start rolling in. Nice work if you can get it.

OK, so a bit of seasonal cynicism doesn't alter the fact that *Gretzky* scored a respectable 75% in its first incarnation (**N64**/6), and *Olympic Hockey* is based on the new '98 update. So you get a couple of minor changes to the commentary, Nagano logos around the rink and under the ice (which still doesn't have any reflections), and the teams from the Olympic hockey tournament. All 14 of them. Everything else is identical to the original – the players are the same overweight angular pinheads, the game plays at the same frantic pace, and random button stabbing is still the best way to win back possession when your passes go astray. Which they usually do.

Olympic Hockey is certainly not the worst game to come out of Midway's fertile imagination. If it was an arcade machine it would be worth spending a couple of quid on every now and then. But as an N64 cartridge, to be cherished and replayed, the lack of teams, of variety, and of any gameplay feature to distinguish it from its identical brothers make it certainly the runt of the *Gretzky* litter. And, disappointingly, the US players don't trash their hotel when they get beaten. Whatever happened to realism?

MARTIN KITTS

▽ The face-off. Two pin-heads battle it out.

5 VISUALS
Looking somewhat dated compared to *NHL Breakaway*.

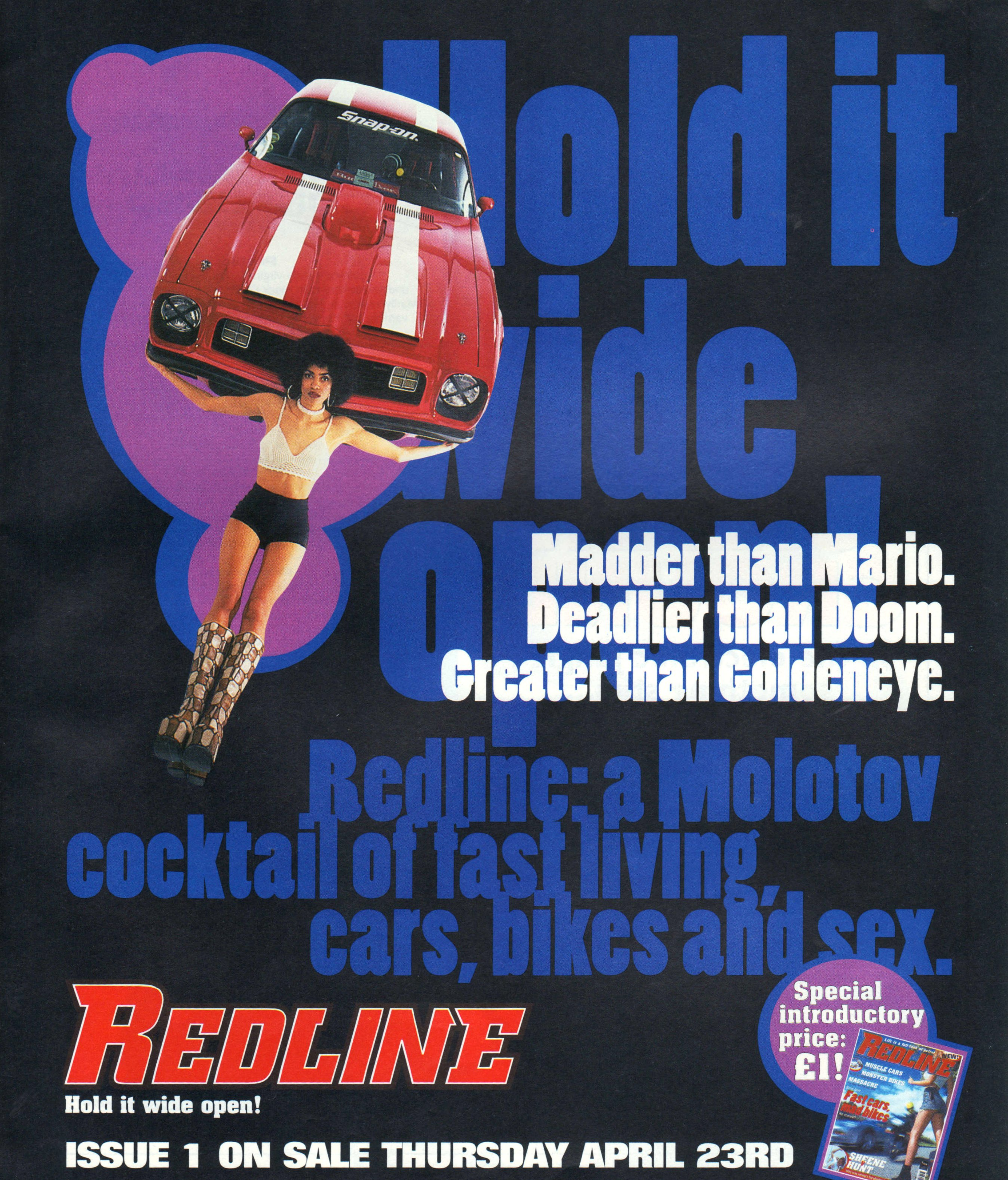
2 SOUNDS
Weedy FX, repetitive commentary, and stylophone national anthems.

5 MASTERY
Nice analogue control, but it's all been seen before. Twice.

6 LIFESPAN
A lack of any decent strategy options offer limited replay value.

VERDICT
Marks have been deducted for the sheer cynicism of it all.




Hold it wide open!
Madder than Mario.
Deadlier than Doom.
Greater than Goldeneye.
Redline: a Molotov cocktail of fast living cars, bikes and sex.
REDLINE
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HOW TO... survive the GAMING UNDER GROUND

In the electronic jungle*, something stirs...

by Martin Kitts

While the vast majority of N64 gamers are – as we all know – well-balanced, intelligent, and valuable members of society, there does exist a tiny hardcore of people who are far more dangerous than they might at first appear. These people wield joypads like weapons, with hands worn smooth and re-shaped mastering the hardest of button combinations. A danger to themselves, their families and, probably, society at large, this group have stepped over the line of acceptable behaviour and become gaming wildlife.

For safety's sake do not approach members of this underground community. The field guide printed here is intended as an aid to identification and avoidance, *not* as an encouragement to indulge in the potentially lethal pastime of 'big gamer' hunting.

Stay clear, stay safe.

HORMONALLY CONFUSED

Profile:
Adolescent male virgin. Developing ulcer due to underachievement in mock GCSEs. Huge fan of Placebo and Marilyn Manson. Has experimented with mascara and black nail varnish, but has yet to summon up the courage to leave the bathroom wearing it.

Gaming style:
Frantic.

Likes:
Any game in which he can "be" a large-breasted, scantily-clad female character, hence beat-'em-ups feature heavily in an extensive software collection.

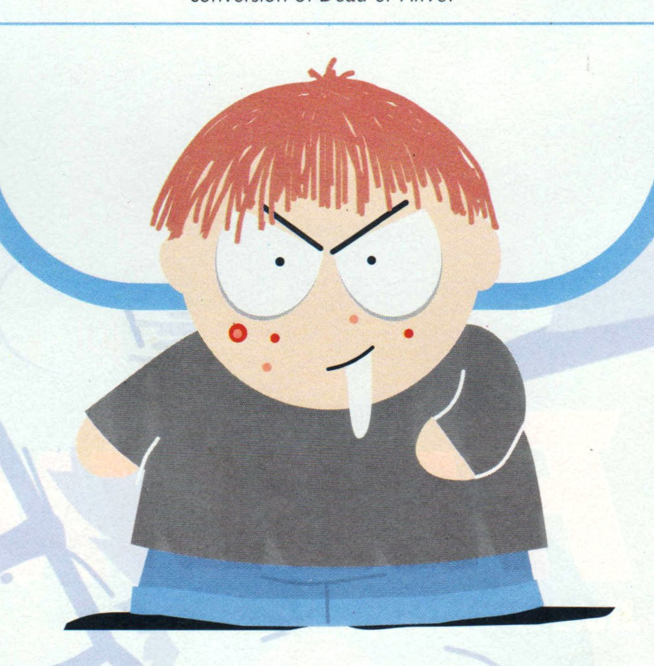
Dislikes:
Girls (they can be so cruel).

Habitat:
Bedroom plastered with drawings of *Street Fighter* characters. And posters of Brian Molko.

Prospects:
Gaming obsession will fade with his acne but the fond memory of sweaty, summer nights spent with Chun Li will endure as he rises through the ranks of the Conservative party.

Least likely to say:
"I think the portrayal of females in video games is demeaning and offensive, encouraging young men to view women as sex objects rather than their social and intellectual equals."

Most likely to say:
"I certainly hope they get their finest programmers on the conversion of *Dead or Alive*."



*Just a few miles from South Park.

LATENT SOCIOPATH

Profile:
Quiet and introverted loner. Outwardly calm and logical, only his unkempt hair and the broken left lens in his spectacles hint at the raging storm within. Has worn the same Metallica t-shirt for the last six years.

Gaming style:
Gratuitously violent.

Likes:
Popping a "cap" in the "ass" (and various other nether-regions) of the scientists in *GoldenEye*. Painting the walls with dinosaur viscera in *Turok*. Killing.

Dislikes:
Gun control laws. And people.

Habitat:
At night, can be found sifting through newspapers to add to his comprehensive scrapbook of Great Serial Killings of our Times. By day, till-jockey at Kwik Save.

Prospects:
His neighbours can sleep easy until the day Prozac is banned or Kwik Save go bust.

Least likely to say:
"Anyone fancy a game of four-player *Mario Kart*."

Most likely to say:
"Anyone else asks me if we take Tesco vouchers and I won't be held responsible for the consequences."

GAME KID

Profile:
Very small child of single-digit age and indeterminate gender. Convinced parents to purchase N64 due to educational value of *Pilotwings*. Can complete *Mario 64* in under two hours without actually looking at the screen. Never challenge a Game Kid to a two-player duel.

Gaming style:
Holds analogue stick with both hands. Plays two-joystick *GoldenEye* using feet.

Likes:
Jelly, balloons, Mr Blobby, thrashing older brother at every game available.

Dislikes:
Bath night. School.

Habitat:
Often found swapping games in playground, or hogging the family TV.

Prospects:
Likely to become a fighter pilot or a twitching nervous wreck before twentieth birthday. Will gain considerable notoriety for hacking into National Lottery system, causing the message "Boyzone suck" to be printed on every ticket.

Least likely to say:
"I think I'll go and play outside today."

Most likely to say:
"Daddy, can I have a PC to help with my homework? Please? Please? Please? Pleeeeease?"

Will probably:
Accidentally start World War III.



GO! GO!



NINJA HOMEBOY

Profile:
Wears Raiders beanie and jeans with crotch hanging somewhere below the knees. Has been confidently assured by mates that this is the only way to look hard at the local arcade, where he can be easily located between 9am and 11pm, rooted to the spot in front of *Tekken 3*.

Gaming style:
Furrowed of brow and furious of finger, the Ninja uses beat-'em-ups as a supreme test of skill, rather than for sexual gratification.

Likes:
Repeatedly using a cashpoint card in order to see how quickly he can type his PIN number. *Killer Instinct Gold*.

Dislikes:
Games that use the analogue stick.

Habitat:
Outside arcade opening hours, can be found sleeping in arcade doorway.

Prospects:
Will ultimately succumb to a blood infection caused by festering blisters on fingertips.

Most likely to say:
"Load up *ISS64* again so I can input the big heads cheat."

Most likely to get:
Repetitive Strain Injury.



ENLIGHTENED MASTER

Profile:
Master-San is dismissive of anything of Western origin (other than himself), preferring to immerse himself in as much Oriental culture as he can find in the mail order sections of console magazines. The Master once studied Tai Chi, but gave it up when he dislocated his hip in the lotus position and was stuck for five hours until his Mum got home.

Gaming style:
Contemplative.

Likes:
RPGs with plenty of incomprehensible Japanese text, puzzle games with freaky giant-eyed characters, sushi, mah jong, whaling.

Dislikes:
Being English. Wide open spaces.

Habitat:
Large detached house in an expensive suburb, converted by means of paper screens and chopsticks into a 15x9ft box room containing a huge TV and a karaoke system.

Prospects:
Will one day sell house and move to Japan. Will be forced to return after three days when money runs out.

Most likely to say:
"Sayonara, foolish Westerners. Keep your rain-sodden streets, your sickening greasy food and your petty materialism. I'm going to find Buddha somewhere in central Tokyo."

Followed, a few days later by:
"Does anyone here speak English? I can't find the British Embassy? I have no money and my clothes were stolen by sewer goblins."





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PREVIOUSLY IN N64 Check out the huge review of *Mystical Ninja* in issue 14.

Peach spaceships, huge robots and theatre-obsessed aliens. Medieval Japan is in a spot of bother, alright...

***M**ystical Ninja starring Goemon* is the first N64 RPG to have found its way onto PAL machines and, thankfully, it's a bit of a stonker. Great visuals, massive frothy heaps of unfettered imagination and the sheer hugeness of the game make this a triumph for Konami and a rare treat for the rest of us. So, allow us to bow graciously and present you with part one of our massive walkthrough to the whole game. Without further hesitation then, lets be off.

GO! GO!

HOW TO... save Edo Japan from the great stage plan in MYSTICAL NINJA part one

by Jes Bickham

Oedo Town and Mount Fuji

Here we go, then. The first thing to do is exit Goemon's house and turn left. Follow the path and take the black door you come to on your left; go through it and proceed to the end, past the doors on your right, until you can see what appears to be a large 'bell' covered in writing. Turn right from here toward some double doors; go through them to the next set of doors that lead out of the city. You'll now be on the highway – just follow the path directly ahead until you come to a wooden bridge (not forgetting to obtain a map of Japan from a chap in the coffee shop on the hill). Cross the bridge; there'll be a second bridge to your right. Go over this to find your first Silver Fortune Doll, and then go back to enter the double door to Mount Fuji.

Simply make your way to the top by taking the ladder ahead of you (if you pass the second ladder, and jump over to the next platform, you'll find another Fortune Doll). The 'slinky' style enemies can't be destroyed; simply avoid them – if you judge it right, they'll pass harmlessly over the top of you.

Once you're at the summit, enter the hut and talk to Mokubei – ask him for the pipe and he'll give you the Chain Pipe. Hurrah! Use this to shoot at the Star Blocks across impassable gaps, and it'll pull you across. Exit the hut – the various doors around it contain freebies such as money pots and dumplings – and simply leap off a precipice back to earth, as Goemon and his chums don't take damage from falling. Head back to Oedo town.

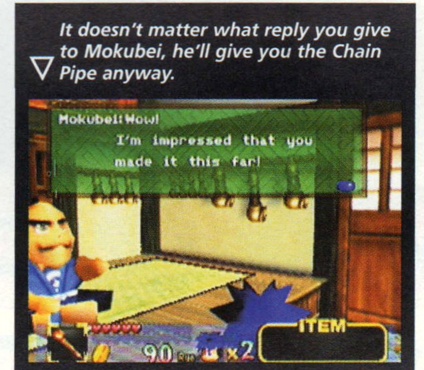
Once you're back, retrace your steps to the set of doors that you originally passed on the way to the 'bell' – go through them, and the next set, to find a broken bridge with Star Boxes. Use the Chain Pipe to cross, on the left side first, to find a Fortune Doll. Once you're over on the right, follow the side of the building to the next set of doors, and then along the path to the entrance to… Oedo Castle!

After you beat the Oedo Castle boss, return home and say hello to your new guests.

A small detour outside Oedo town will get you a Fortune Doll.

It is possible to get past the concertina monsters by creeping along the side of them. Possible but not necessary.

It doesn't matter what reply you give to Mokubei, he'll give you the Chain Pipe anyway.





It's wise to let the camera catch up and settle directly behind Goemon before lining up to use the Chain Pipe on the star blocks. You'll need to jump and use the pipe at the same later on.



Baddies outside the towns and villages are always a good source of money and life reviving kebabs.

Oedo Castle

Enter the castle and smash all the pots in the first room for a tidy haul of coins. In the next room you'll find the door on your right needs a key, so go left and use the Chain Pipe to cross the gaps to get it. Enter the locked room and take the first door to your right; here you must defeat all the enemies to get a key. Once you have it, exit and make your way across the water-filled room – you'll find a Mr Elly Fant (who gives you a map of the castle) and a Fortune Doll. In the next room (with the green floor), go and stand in the middle. The floor will rip itself up and tiles will fly at you. Simply use your basic Pipe to destroy three of them and a key will appear. Get it and go through the door; in here, take the door to your right, beat all the enemies and proceed to the next door. Defeat all the bad guys here to get the key, then exit to the next room, and then the room after that – use the Chain Pipe to get over the gap.

The door past the locked door contains plenty of freebies, so be sure to make a visit. Enter the locked room and move up the path to the next door. The next room contains huge 'presses' – be careful not to stand under them. When the first press has descended, hop onto it as it rises, leap over to the middle one and grab the key. Then simply leap off and exit the room (there is a third door that contains a Fortune Doll, though).

Make your way around this water filled room to the first door. Enter it and use the Chain Pipe to move over to the next door. Enter here and grab the key, then return to the water room – two rooms back – and go through the locked door. Pass through the next three rooms, and you'll find yourself in a room with a lift. This will take you up to a meeting with… The Baron! Listen to his demented ramblings, then follow him through the adjoining rooms until you find…

By leaving and entering the castle you can reset the pots and get lots more money.

There's no point seeing where the boss is he's always at the end of the level!

Whenever there's a locked door you can be sure the key is very close.



Picking up Mr Elly Fant (ha ha!) gives you a map of the current castle but, if you've been paying attention, you shouldn't really need it.

GO! GO!



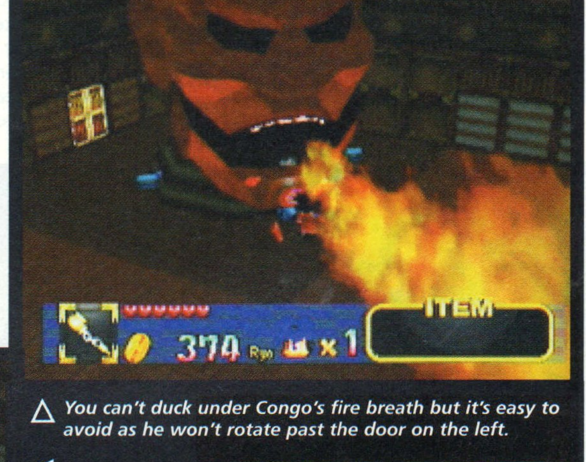


After you finish off Congo, don't go through the door to the King straight away. Remember, on your way up, there was a giant wooden hand blocking the way in one of the corridors? Well now you've beaten the boss it's gone and the way's clear to a room full of bonus goodies.

King Robot Congo

He's a cinch, really. Select the Chain Pipe and stand directly under the spot on his chin. Start hitting him furiously; the fire he breathes should pass straight over your head. He'll then shoot laser beams at floor level – simply remain stationary and leap over them. Continue to whack him until he blows, then collect the Miracle Moon and proceed to the next room for a conversation with the grateful Lord and Princess Yuki. He'll give you a pass to leave the city. Save your game and you'll return to the outside of the castle. Backtrack to the door that leads back to the city and jump straight into the water – swim straight ahead through the tunnel, then take the next tunnel and swim around the corner. Get the Fortune Doll on the way then jump up to the bridge; the guards will let you out of the city. Go through the doors and turn right to enter the caves. Pass through them, cross the field and climb the hill. Follow the path until the demo takes over, reel in shock at the plot developments and prepare for Big Robot Destruction…





△ You can't duck under Congo's fire breath but it's easy to avoid as he won't rotate past the door on the left.

◁ The more bits of Congo you destroy the faster his lasers will rotate. Jumping towards them is the easier option.



GOEMON IMPACT

Dash! Dash! Dash! Ahem. You'll need to smash everything in Impact's path to tot up his energy. You're a huge Godzilla-sized robot on rollerskates; jump on those houses and whack the enemies. Mind that you jump in advance of the gaps, as momentum means Impact's slow to react, and remember to jump over the bridges. Otherwise, simply obliterate everything. And then prepare to meet…



wartime kabuki robot kashiwagi

Although you can beat Kashiwagi by just using the medal missiles and a few punches, it's worth using this first encounter to practice some of Impact's more elaborate moves (they're all detailed in the manual).



Also, don't forget that punching any oncoming missiles and umbrellas will win you back five medals.

Ooh, he's a swine. His energy limit stands at around 2000, whereas you have a maximum of around 550. The best way to knock energy off him is to hook him with Impact's Chain Arm (R button) and then lay into him with fists and feet (A and B buttons). Otherwise, shoot him liberally via the Z trigger – this will sap your cash, mind – and watch out for his doodlebug rockets, exploding umbrella things (both of which can be punched or shot) and vicious hologram twin, whom you have to hit three times in order to kill.

Once you've polished Kashiwagi off, save your game and proceed along the road to the next town.



△ Reel in your enemy with Impact's Chain Arm.

You can't shoot Kashiwagi while he's airborne, so take the opportunity to punch his umbrella missiles for some extra medals. ▷



△ It may look confusing but three simple punches are all it takes to get rid of the hologram.



Zazen Town

As soon as you enter you're greeted by Yae, who'll join you from now on. Visit the guard through the doors, then go through the next door on the left to meet another guard – the pompous Benkei. After you've (fruitlessly) talked to him, go down the ladder to the right of the bridge that leads down to the water. Travel left through the tunnel. Go up the ramp and talk to Ushiwaka, the fisherwoman; agree to go fishing for her, and simply drop back to the water and explore through the tunnels to catch the fish. You'll need to find, respectively, three blue fish, five yellow fish and eight red fish. Once you've done this she'll give you the 'Achilles Heel' – a log with which to defeat Benkei. Go back to Benkei and he'll challenge you; simply hit him three times with the log. Beat him and he'll reward you by giving you Sasuke, the mechanical Ninja, who now becomes part of your party (although you can't use him until later in the game).

Go through the doors, down the hill and past the temple. Follow the path – there are two routes. The second path will lead you to a stone that can be pushed in four directions, with each push gleaning you a freebie or transporting you somewhere…

Once you've fiddled around there, take path 1 through the forest to the water front. You'll see a house to your left on a hill – there's a 1-up (or 'Surprise Pack') by the side of it. Go over the stone bridge to the house in the background (note: there's a Fortune Doll on a small ledge below the bridge).

The house is the 'Oedo Tourist Centre Awaji Island Branch', that can usually take you to the next city. Except – aha! – today the travel dragon has gone a bit loony. So you'll have to go and get him.



△ Throw the barrel at Benkei just as he starts to jump up. As he descends you'll catch him off guard.

◁ Yae will join automatically – he's the only character who can use the dragon flute.



△ There's nothing much in the temple other than the usual goodies.

◁ Catching fish for Ushiwaka is easy.



It's well worth checking out the cross paths bonus at the end of the right hand path just outside Zazen. It'll get you money and another lucky cat Fortune Doll.



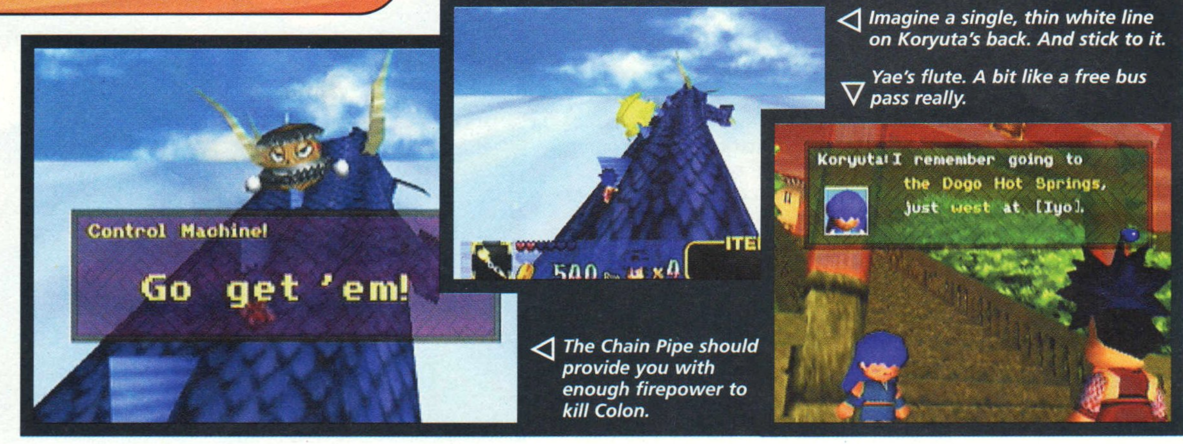
Don't forget to collect the Fortune Doll just to the right of the path.

After you tackle the Tourist Center dragon problem you can use it like a normal teleport.

Koryuta The Dragon

Just stay in the middle to avoid falling off Koryuta. Avoid the flying baddies and approach the mini-boss, rather embarrassingly named 'Colon'. Use the Chain Pipe on him, then run back; he'll start to spin and fire balls. Repeat this five or six times and you've won.

You'll then find yourself on the ground with a small boy – actually Koryuta in human form. He'll give you Yae's flute, which can be used to call Koryuta (whilst you're outside), who'll then take you anywhere you've previously visited. Nice, eh?



◁ Imagine a single, thin white line on Koryuta's back. And stick to it.

▽ Yae's flute. A bit like a free bus pass really.

◁ The Chain Pipe should provide you with enough firepower to kill Colon.





There's no way you can get in through the normal sized door at the Dogo Hot Springs. You'll need to use Ebisumaru and his mini magic every time.

Folkypoke Village



This is where you've landed. Travel up the hill to the very top – once at the top, make sure you are using Goemon and fire five coins at the wooden box. You'll now receive the 'Medal of Flames'. Go back down the hill, enter the village, walk around the corner and through the doors. Then take the door directly to your right.

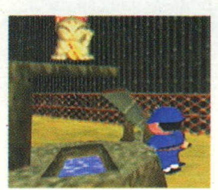
There should be a door directly in front of you now – go through it. Follow the path over the bridge, up the hill and to the doors. You'll next encounter a knackered bridge with rotten sections – simply jump over them (under about the third section of the bridge is a rock with a Fortune Doll on it that you can land on).

Follow the path around and you'll come to a house – the 'Dogo Hot Springs' – that is closed. Notice the small hole in the wall, though… You'll have to return to Zazen Town to resolve the mystery. There's another house further around from the springs – 'Iyo's Coffee Shop' – visit here as, on your return, Koryuta will be able to take you directly here. Switch to Yae, call Koryuta, and return to Zazen town.

△ Following the paths outside is a good way to avoid getting lost.

◁ There are many entrances and exits to Folkypoke Village. Use the onscreen map to find your way.

Zazen Town 2



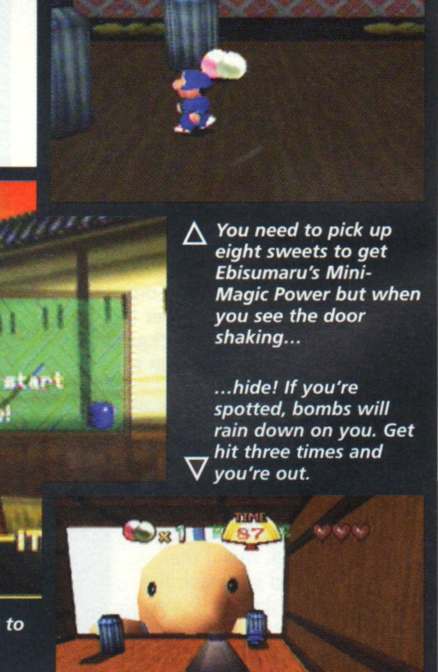
Hit the water pump, in the pond room that lies along the corridor connecting the two parts of Zazen Town, to receive a Fortune Doll.

Once you're back, return to Ushikawa the fisherwoman. She's now tiny. Talk to her and she'll run off, so follow her around the corner down to the small waterfall, and go up the ladder and through the door. The second door on your right is where she'll be. Switch to comedy sidekick Ebisumaru, talk to her and you'll enter a distinctly surreal sub game. The object is to get eight of the pink and white shrinking pills. However, a huge big-nosed bubble man periodically opens the door to the room. If he sees you he'll rain bombs down on you, so always hide when he's about to open the door (broadcast nominally when it shakes).

Once you've done that, Ebisumaru will have Mini Ebisu Magic Power! Go to the wooden platform where the stores are. You'll find a passage that leads to a pond and water pump – smack the water pump a few times to receive a Fortune Doll.

Summon Koryuta and return to Dogo Hot Springs, via Iyo's Coffee Shop. Select Ebisumaru and – aha! – press Top-C to activate Mini Ebisu Magic Power. You can now walk through the tiny hole in the wall of the Hot Springs. Good, eh?

Once you're on the other side, press Top-C to grow again. The Spa itself will replenish your health if you go in and hold Z. Otherwise, shrink Ebisumaru and go under the red gate. There's a Fortune Doll on the right. Then go left over the 'speed bumps'. It's quicker to walk over the first bump and onto the second, jumping up to the platforms above, rather than going right round. Once you're up, make your way around the corner and to the door. Read the sign to save your game and enter…



△ You need to pick up eight sweets to get Ebisumaru's Mini-Magic Power but when you see the door shaking…

…hide! If you're spotted, bombs will rain down on you. Get hit three times and you're out. ▽

△ To start the sub-game, you have to talk to Ushikawa using Ebisumaru.

Use Ebisumaru's shrinking power to get through the tiny door at the Hot Springs. ▽





◁ When inside the Hot Springs, you'll need to shrink again to get under the bars and onto the path to the Ghost Toys Castle.

Ghost Toys Castle

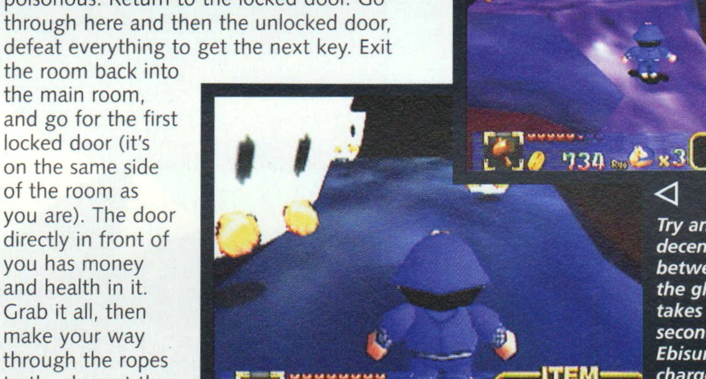
Select Goemon, enter the castle and use his Medal of Flames on each of the statues in the corner. You can't defeat the ghosts at this point. The door will then open to a room. There's nothing of use here yet, but you'll be coming back to it. Go through to the next room and make your way across the spikes to the door. A water filled room with spooky head-on-a-stick baddies waits for you – go through (there's a Fortune Doll on top of the head). In the next room, make your way to the middle to get a Mr Elly Fant, then move to the next door – defeat all the enemies inside for a key. There's a 'seed' in this room – take it up on the lift and put it on the sand patch to grow a flower that spews power ups and money. Go to the next room and the door on the left – there're two pots and a lift in there. Take the lift down and then make your way around to the lift that takes you back up. Exit the room and jump on the power switch. Collect the Fortune Doll and the key and hop over to the second room you visited earlier. Go over to the controls and – hey! – indulge in a bit of Fairground Fun – the machine is basically a huge version of those grab-the-toy-with-the-crane things. Use Goemon to stand on the controls; it's not too hard to pick the prize up. And the prize is...

The Windup Camera! Ebisumaru can use it to make ghosts visible, and thus whackable (simply hold down B until it's charged up).



Right. Go back to the room just before the first lift, get the Gold Fortune Doll and proceed through the locked door. In the next room use the camera then kill the ghosts. In the room after, take the first door on the left. Defeat the ghosts to get the key, exit, and make your way to the locked door. Go up the stairs and on the lift, then through to the unlocked door. Jump across to get the key, but be careful – the water is now poisonous. Return to the locked door. Go through here and then the unlocked door, defeat everything to get the next key. Exit the room back into the main room, and go for the first locked door (it's on the same side of the room as you are). The door directly in front of you has money and health in it. Grab it all, then make your way through the ropes to the door at the other end. Use the camera to defeat the ghosts (and watch out for the poisonous water), grab the 1-up and key, then exit the room and go to the second locked door in the main room (there's also a Fortune Doll in here). Inside the second locked room you'll have to participate in a huge game of pool. Simply hit the balls one by one to knock them automatically into the holes, but mind they don't run you down. Grab the key, exit to the main room and take the lift up for another nasty surprise boss.

Hopping over the wall just in front of the crane game power switch will take you back to the beginning of the castle, and the game itself.



Avoid those fearsome balls. At all costs. Jumping over them is probably the best option.

Try and put in a decent distance between you and the ghosts – it takes a few seconds for Ebisumaru to charge up the camera that makes them solid.



Small bouncing Daharma dolls can be tricky to avoid. Let them come to you and just keep thrashing about. You'll get them every time.



Walking the tightrope is awkward but there's no other way to get the gold Fortune Doll.



Beware falling off the giant spinning tops as the water below will take precious points off your life meter.



Pot the pool balls in order to open the other door in the room. It's not difficult, just look for the one with the arrow above it. You only have to hit the ball to sink it in a pocket.

The Surrender Robot Dharumanyo

He looks exceedingly nasty, but he's a bit of a pushover really. Simply use Ebisumaru and his Camera to take a picture of Dharumanyo – you'll have to dodge him and his bombs, but he'll eventually become completely transparent, except for his heart. Switch weapons and give it a good beating. Repeat this several times until he's dead, receive the next mystery object, and then watch a little demo where the Mystery Man appears to reveal a little more of the Peach Mountain Shoguns' evil plans...



First use Ebisumaru and his camera to reveal Dharumanyo's beating robotic heart.

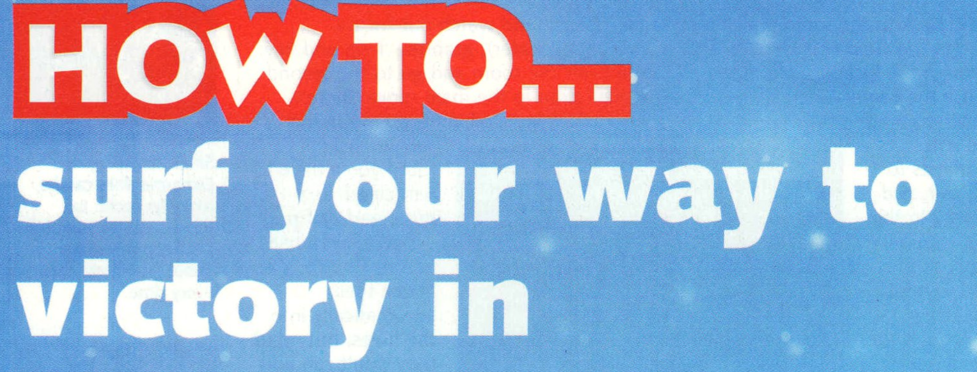
But his hammer attack requires you to get in dangerously close.

It's better to use Goemon's missiles from a distance to finish him off.

NEXT MONTH

Until next month then, when we'll take you through the rest of the game and ultimately save medieval Japan from a fate worse than death!

HOW TO... surf your way to victory in SNOWBOARD KIDS



'Gnarly game dude' is the general opinion on this surprise hit from Atlus. With its Japanese-style graphics and great racing action, we really took it to our hearts. N64 Magazine is proud to present this comprehensive guide to *Snowboard Kids*!

by Daniel Glenfield

PREVIOUSLY IN N64 *Check out our review of* Snowboard Kids *in issue 14.*

Who's who

An important decision this, as it will determine your whole strategy. Read on to find out which of the six characters will suit you best, and how to master their magic moves.



Slash

Speed 2 Corner 2 Trick 2

Being the all-rounder, Slash is ideal for those just starting out on *Snowboard Kids*. His tricks are simple to master, and he boasts a decent top speed and good cornering ability.

Slash Spin 220G
Hold A, Up, Down, Hold Up, Release A

Slash Banzai 250G
Hold A, Left, Hold Right, Release A

Slash Dynamite 300G
Hold A, Right, Left, Right, Hold Left, Release A

N64 RATING 3/5
Beginner's choice

Nancy

Speed 1 Corner 3 Trick 3

If you fancy cutting corners, and looking flash as you leap from ramps, then Nancy is the character for you. Her cornering ability is unrivalled, allowing you to take even the trickiest of turns easily, and with top marks for her tricks you can rake in the money. Unfortunately her top speed is far too slow, which means hugging the banks is the rule if you are to have any hope of coming first.

Nancy Spin 220G
Hold A, Left, Hold Right, Release A

Nancy's Good 300G
Hold A, Left, Right, Left, Hold Right, Release A

Nancy's Better 350G
Hold A, Up, Down, Neutral, Hold Left, Release A

Nancy's Best 400G
Hold A, Left, Right, Neutral, Up, Hold Down, Release A

N64 RATING 2.5/5
Tight cornering is the key

Jam

Speed 1.5 Corner 2.5 Trick 2.5

While he's slightly slower than Slash, Jam's superior cornering ability allows him to take those tricky turns tightly and this gives him the edge over the all-rounder. Another good reason to choose Jam is to hear the "Fu" word he uses when performing a magic move.

Jam Spin 220G
Hold A, Left, Hold Right, Release A

Jam's Great 250G
Hold A, Left, Right, Left, Hold Right, Release A

Jam's Wonderful 300G
Hold A, Up, Down, Up, Hold Down, Release A

Jam's Fantastic 350G
Hold A, Down, Up, Neutral, Hold Left, Release A

N64 RATING 3.5/5
Useful for those tricky tracks

Linda

Speed 2.5 Corner 1.5 Trick 1.5

Once you master her cornering, Linda becomes the best character available before Sinobin turns up. You have to learn to take corners early and to use the hard steer technique effectively, but she is worth persisting with and she's especially useful for Quicksand Valley.

Linda Spin 220G
Hold A, Left, Hold Right, Release A

Linda's Luxury 250G
Hold A, Left, Right, Neutral, Up, Hold Down, Release A

Linda's Bourgeois 300G
Hold A, Up, Down, Up, Down, Neutral, Hold Left, Release A

N64 RATING 4/5
Perfect until Sinobin shows up

Tommy

Speed 3 Corner 1 Trick 1

Being a bit on the heavy side, Gaming Law dictates that Tommy must be the extremely-fast-but-can't-turn-to-save-his-life character. To be honest he's not as bad as he sounds, but his magic moves require a massive leap, and his cornering takes AGES to become accustomed to so, the basic message is to use Linda instead. Sorry Tom.

Tommy Spin 250G
Hold A, Right, Left, Hold Right, Release A

Tommy Shaking 350G
Hold A, Left, Right, Left, Hold Right, Release A

N64 RATING 2/5
Not worth the effort

Sinobin

Speed 2.5 Corner 2.5 Trick 2.5

ACCESSED BY COMING FIRST ON NINJA LAND

Undoubtedly the best character, Sinobin's only downside is that he can't use the special boards. His speed and cornering allow him to gain the fastest lap times and he's got a speedy magic move which also allows him to achieve the highest trick scores. And that can't be bad in my opinion.

Sinobin Spin 220G
Hold A, Right, Left, Hold Right, Release A

N64 RATING 5/5
Use for everything once you have him

GO! GO!

General tips

There are a few basic techniques to employ during each race and these little gaming gems will be the foundation of your success. Learn the following and you'll be master of the slopes.

Jump start

As soon as the announcer shouts 'GO', stab the A button as fast as you can. Your character will (hopefully) leap ahead of your opponents, giving you the advantage.



Evasion

When the exclamation mark appears next to your character, swerve to avoid your enemy's shot.

Some attacks can be avoided by a well-timed jump (rocks and slaps are prime examples).



Bank stunts

You can also execute stunts on some banks – you'll need to leap when you are about 3/4 of the way up.



White pipes

These provide you with an easy 300G as well as giving you a slight speed boost. All you have to do is face straight and leap on.



Money for nothing

You can get some easy money during the race by performing a regular jump (hold A and release) and then tapping one of the C buttons (see the STUNTS bit for details).



Shots

Don't use power-up shots when you're too close to your foe – they're likely to miss completely.

Jumping

Don't worry too much about lining yourself up for jumps because the invisible walls at the edge of each track will keep you on the course, without messing up your stunts.

Reverse

You can get your boarder to travel back up the slope by using the hard steer technique to face sideways, and tapping A rapidly. You'll need to hold the stick in the hard steer position at the same time to turn the extra 90 degrees. To get up the slope tap A and use regular steering.





Steering

Left and Right on the analogue provide you with regular steering, while diagonal Down-Left/Right will give you a harder turn.

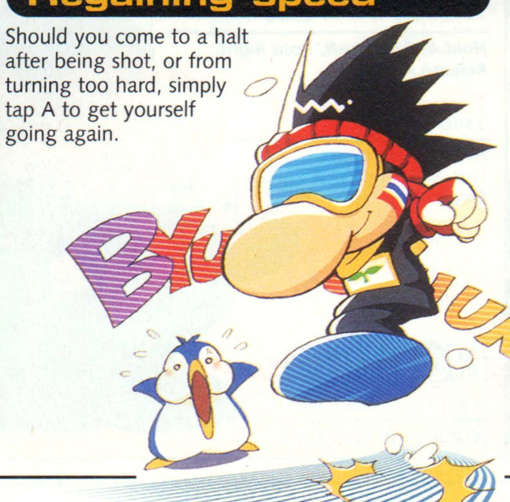
If you over-use diagonal turns, however, you can end up stopping completely. We recommend using them briefly to start your turn, then using regular steering to complete it.





Regaining speed

Should you come to a halt after being shot, or from turning too hard, simply tap A to get yourself going again.



Power ups

An important aspect of the game these, as they can win you the race if used correctly. To make the most of each one follow the pointers below.

BLUE ITEMS

Ghost



Slows down the race leader (or the opponent in second place if you're first). Don't use if the race leader is near the ski lift because once they're on it the ghost won't slow them down. Wait until they're at the top before activating it.

Speed Fan



Temporarily increases your speed although you will soon slow down again if you crash. Once activated it also gives the user excellent steering. Use the hard steer technique to take corners with confidence.

Rock



Causes your opponent to fall if they hit it. Place these after power-ups (thus hiding them), after jumps, or on narrow walkways. Rocks can be jumped over if you're quick enough.

Thief Mouse



Steals all the money from your competitors. The longer you wait to use it the more money you'll gain.

Invisible



Protects you from shots or pans, but hitting a rock or crashing will cause you to lose it. The ideal times to use this are when the exclamation sign appears next to your boarder and on the final stretch – preventing any sneaky tactics by your opponents.

Pan



This squashes your victims with giant pans, stopping them dead. Do not use it when the race leader is on the ski lift as it will have no effect. Should you be 'panned' simply spin the stick and rapidly tap A to recover.

RED ITEMS

Parachute



When hit, your enemy shoots up into the air and floats down slowly. Line yourself up before firing as these shots don't home in very well. Best used on opponents approaching jumps as their subsequent descent will be far longer.

Freeze Shot



Turns your competitor into a block of ice. This is excellent for the final stretch as it stops people dead in their tracks, allowing you to overtake and win at the last minute. If you become frozen, spin the control stick and hit A as quickly as possible.

Bomb



Creates an explosion with a large radius. Stay well away from your foe once you have unleashed a bomb or you risk being caught in the blast. Remember to line yourself up before firing as bombs don't home in well due to their weight, which also means they are fairly slow.

ADDITIONAL

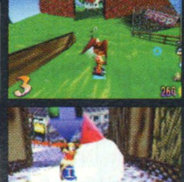
Should your opponent try to overtake, fire a bomb into that side of the track. Hopefully the explosion will catch him/her and you will remain unscathed.

Slapper



Shoves your rival to the ground, allowing you to storm ahead. Fast and great at homing in, the push is a formidable weapon.

Snowman



Transforms your target into a snowman, rendering their control pad useless until they crash into the side and revert back to their usual state. These shots are extremely fast and bounce off walls. Coupled with a good homing capability they almost always hit their target.

Secrets

Atlus have incorporated several rewards for the dedicated player. Read on to learn how to activate them...

Special boards

There are certain criteria which must be met for each one to become available.

SPECIAL 1



COST: 80000G
ACCESSED BY: Completing the game.
Very fast and very easy to control, this is the best board available.

SPECIAL 2

COST: 100000G
ACCESSED BY: Obtaining a decent score on trick game (around 2000pts).
A stunt board with gravity-defying powers, you can actually perform a stunt (with the control stick) while racing normally (i.e. without a ramp). It offers decent speed and cornering, but its high jumps often have you hitting walls or falling off the side of the track (Night Highway for example) so be careful with it.



ADDITIONAL

Using the Special 2 board it is possible to access the platform in the mine shaft of Grass Valley. Unfortunately the platform isn't solid, so you just fall through onto the track below. Shame on you Atlus – there really should have been something special hidden away on that platform. We had high hopes for it.

SPECIAL 3



COST:1000G
ACCESSED BY: Obtaining the Silver Pass.
This board has average speed, next to no grip (so turning is a nightmare) and it's all out of shape – no wonder it is only 1000G! However, we here at **N64** Magazine believe everything has a purpose (even Tim), so what is so special about it? After hours of swearing at the TV set we managed to beat every course with it, yet that failed to reveal any extra secrets so WHAT THE HELL IS IT USED FOR?

The only time the board really shows any promise is during the speed game, where the fans give it better steering, but there must be something more to it. Drop us a line if you find out. PLEASE!!!

Secret tracks

QUICKSAND VALLEY
This Egyptian adventure is uncovered by coming first on all six tracks.

SILVER MT.
With very poor visibility making cornering a little bit trickier, Silver Mountain is ready for inspection once you come first on Quicksand Valley.

NINJA LAND
Sinobin's domain is activated by coming first on Silver Mountain.



Stunts

Stunts are a big part of *Snowboard Kids*, as the revenue you receive is needed for purchasing power-ups.

TOP TIPS

Use the ramps and jumps to perform stunts, and try to work in a board grab at the same time to raise your income.

If you are in need of some quick cash, then perform a regular jump at any time and tap a C button. Your boarder will make a feeble attempt to grab his/her board and land just in time to earn you 20-40G.

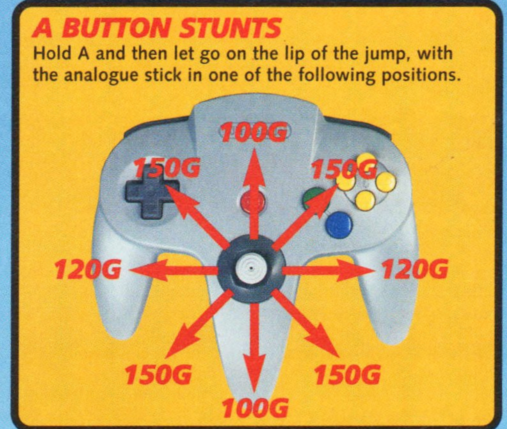
BOARD GRABS

Top-C: Japan Air (30+G)
Left-C: Backside Air (30+G)
Bottom-C: Tail Grab (20+G)
Right-C: Frontside Indie Grab (20+G)



A BUTTON STUNTS

Hold A and then let go on the lip of the jump, with the analogue stick in one of the following positions.



Time attack

Obviously this is where you try to cross the finish line as quickly as possible and, as always, there are a few basic tips to employ while racing down the slopes.

BOARDER

Your character is all-important. If Sinobin is unavailable then Linda is a good second choice.

BOARD

The fastest boards to use are SINOBIN BOARD 3 or SPECIAL BOARD 1.

MEMORY

Your memory of the course will be essential for knowing where those tricky turns and shortcuts are.

JUMP START

This is also essential for gaining a fast time on each track.

CORNERING

Keep as close as possible to each bend to shave milliseconds off your lap time.

HARD STEER

Use this sparingly as it can cause you to slow down considerably. As before, use it a little at first and finish off the manoeuvre with normal steering.

RAMPS

Jumping as high, and as far, as possible off ramps saves a lot of time, making them very handy for Time Attack.

SPEED-UP FAN

It's best to experiment with this until you discover the best place on the track to use it.

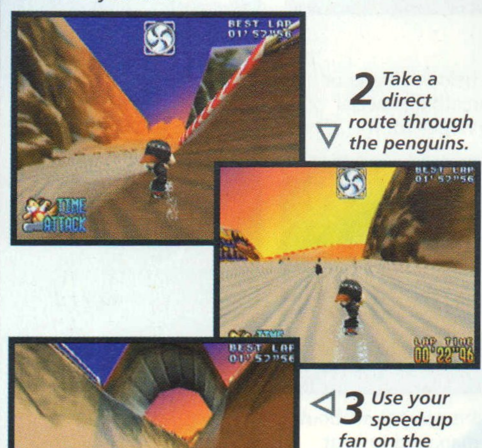


TRACKS

Sunset Rock

N64 *time to beat: 01'57"56*

1 Just before the penguins there is a mound of snow which you can use as a mini-ramp. While in the air, adjust the board so you are pointing in the right direction when you land.



2 Take a direct route through the penguins.

3 Use your speed-up fan on the trench section at the end.

Dizzy Land

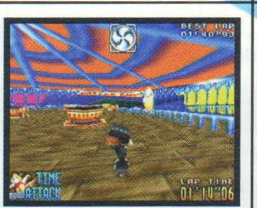
N64 *time to beat: 01'40"93*



1 Don't go up the platform where the coins normally are as it won't help you much at all.

3 After the coffee cups, jump early to regain control of your boarder and take the shortcut which is just after the T-Rex on your left. Hard steer is almost essential here.





2 When you get to the coffee cups go around the final cups but stick to the right-hand rail. This prevents you from having to use the hard steer technique, keeping your speed up.



4 Use the fan in this watery bit to aid your steering.

Silver Mountain

N64 *time to beat: 01'48"86*



1 Use your speed-up fan on the trench section at the end.

Keep to the right for the 2 second jump, otherwise you'll hit the fence and wreck your chances of a decent time.





3 You must keep to the right-hand-side for this (fourth) jump otherwise you'll hit another green fence.

Skill games

And finally, if you're looking for a different challenge, there are three skill games to be tackled in *Snowboard Kids*.

Speed game

The object here is to complete the lap as fast as possible, enlisting the help of the speed fans dotted about the course.

● Don't try to collect every fan – some are placed as distractions. Learn which fans are most beneficial i.e. ones which aren't too far out of your way, and hug the bends to win.

● Use hard steering to make sure you don't hit the sides, but once the board is pointing in the right direction use regular steering to adjust yourself.

● And, finally, just use the time attack tips mentioned previously to ensure success.



Shot game

Here you must shoot as many snowmen as possible as you go along, making sure you cross the finish line within the time allocated. To be honest, we found this a little limited but some of you may enjoy it. For an hour.



● Memorise the location of the snowmen. This allows you to adjust yourself accordingly and gives you more time to line up your shots.

● Your shots are unlimited but you must wait for the bullets to hit the snowmen, or the walls, before they return to your stockpile. Try to keep one or two in reserve in case your previous efforts look to be missing their intended target.

● A volley of shots from a distance prove useful if there are several snowmen dotted about further ahead. Push Left or Right (gently) on the analogue stick as you tap Z. This should allow you to hit every one of them but you'll be left with very few shots to hit any you miss, so make sure you're quite a distance away so you have time to reload.

● Crashing into a snowman stops you, so you then have more time to shoot any that you'd normally miss.

● If you miss a snowman and are desperate for that 100% rating, you can use the REVERSE tip (mentioned earlier) to go back and get it.

Trick game

Now this has to be the best out of the three skill games. Obviously the objective is to gain the most points in the time allowed, using as many stunts as possible. Using the tips below you should earn yourself 4000+.

MOVES

Board Grab = 1 point
Stunt = 10 points
Stunt+Grab (tap) = 15 points
Stunt+Grab (hold) = 20 points
Magic Moves = 40 points

● Use Sinobin, as his magic move is fast enough to use in the half pipe, getting you twice as many points as you'd receive if you were using another character.



● To grab some serious air in the half pipe you need to go up the sides of the pipe and perform a jump as you are travelling upwards. Do this about three times to get plenty of speed.

● For the big jump, wait until you have enough speed, crouch and release A when you're at the middle of the word 'JUMP!' (having performed the relevant stunt motions on the stick beforehand).

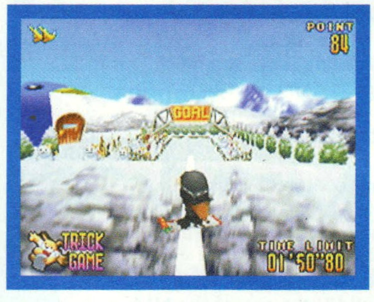


ADDITIONAL

● You can release A as you touch the word 'JUMP' to do a smaller jump. Sinobin's Magic Move will be completed just in time to stop you from wiping out. This smaller jump will save you a few milliseconds (which soon add up) and eventually you'll be able to fit in a few extra tricks, but the risk of crashing is high.

● Leave the half pipe with around 35 seconds remaining to ensure you cross the finish line with time to spare.

● You can perform a magic move as you exit the half pipe but you'll need a lot of speed. Do your stunts in the first part of the pipe so you have the necessary velocity with which to propel yourself to an extra 40 points!



● Make sure you are lined up for the white pipe at the end to double your score.

And finally...

...a personal challenge to all you boarders out there. Complete the game using Special Board 3. If you manage this then drop us a line – we'd love to hear how you got on.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 Magazine

Sometimes, once in a while, a game comes along that demands your non-stop attention. And, after a smidgen of playing you come to realise you're actually quite good at it. Then, a couple of days later, you're teetering on the edge of being a bit of an expert. At this point, then, there is only one path to follow: Help Wanted.

See, here at **N64** Magazine, we always value the input of our readers, especially when we're well aware that, most of the time, you give us all a darned good run for our money. So what we want to do is give you a chance to strut your impressive gamesplaying stuff *and* lend a hand to all **N64** Magazine's other readers in the process.

The rewards for a successful guide are astounding. Well, pretty good anyway. Send us a brilliant guide and, if we print it, we'll send you an exclusive **N64** Magazine jacket. Get writing!

The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played until you're blue in the face.
- Rather than trying to cover the whole game, follow the example of 'Help Wanted' features that we've run so far and focus on just one aspect of the game. (Patrick and John have looked at something completely different in *GoldenEye* and that's the type of thing that'll stand out.)
- It's detailed briefing that's the most important thing, so don't worry too much about pictures or presentation. Wil and Paul'll sort all that lot out.

Please send your contribution to:
Help Wanted, N64 Magazine,
30 Monmouth Street, Bath BA1 2BW.

Remember to include [1] your name, [2] your address and [3] the size of the **N64** Magazine jacket (S, M or L) you'd like if your guide is published.

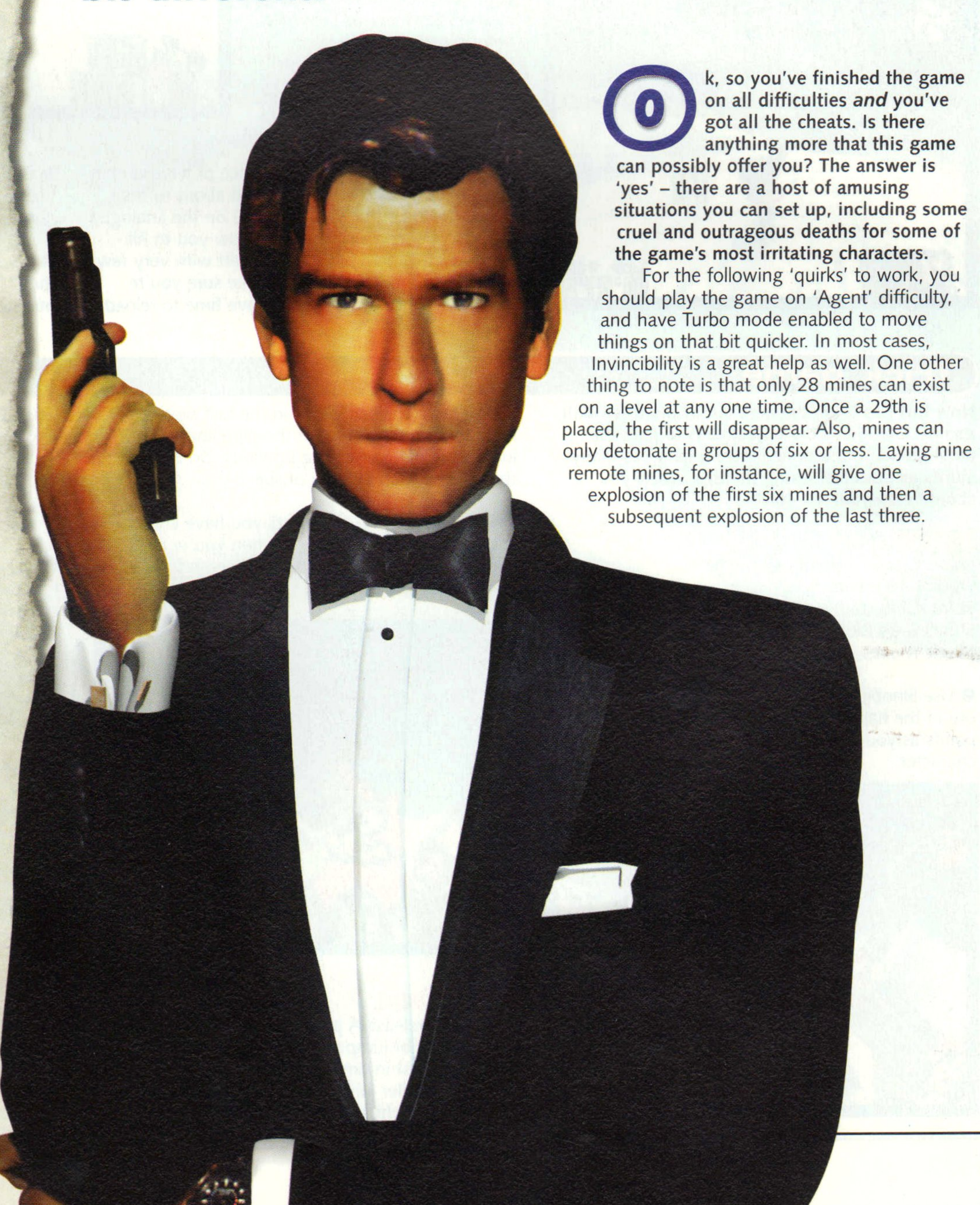
Oh, and you'll probably stand a better chance of getting published if you go for something a bit 'different' – we've been deluged with *GoldenEye* multiplayer guides. No more please.

HOW TO...

find 12 hilarious quirks in GOLDENEYE

by Patrick Waring and John Dumpleton

We've covered *GoldenEye* pretty thoroughly in N64 Magazine but this guide's just a little bit different.



Ok, so you've finished the game on all difficulties *and* you've got all the cheats. Is there anything more that this game can possibly offer you? The answer is 'yes' – there are a host of amusing situations you can set up, including some cruel and outrageous deaths for some of the game's most irritating characters.

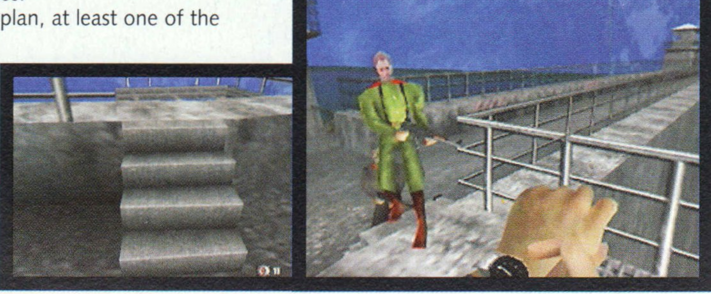
For the following 'quirks' to work, you should play the game on 'Agent' difficulty, and have Turbo mode enabled to move things on that bit quicker. In most cases, Invincibility is a great help as well. One other thing to note is that only 28 mines can exist on a level at any one time. Once a 29th is placed, the first will disappear. Also, mines can only detonate in groups of six or less. Laying nine remote mines, for instance, will give one explosion of the first six mines and then a subsequent explosion of the last three.

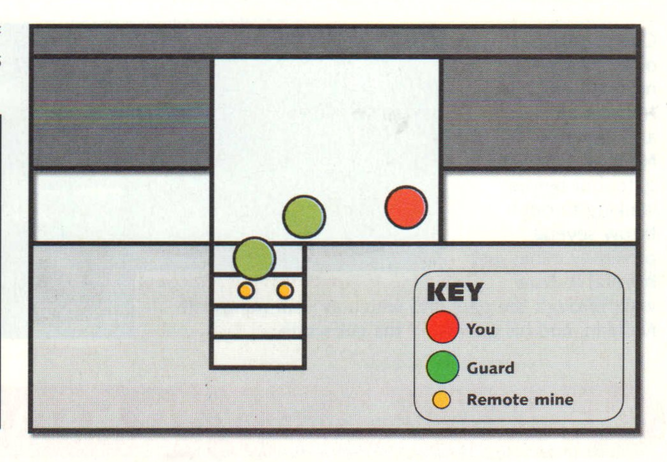
QUIRK 1 – BUNGEE-LESS

Level: *Dam*	Cheats needed: *All guns, infinite ammo*	Cheats recommended: *Invincibility*

Hurry to the tower in the middle of the dam and smash the window to attract the attention of a couple of guards. Lay one or more remote mines on the third stair of the short flight of steps leading to the bungee jump platform. Then stand where indicated on the diagram. Wait until the two guards get to the top of the steps and detonate the mines.

If all goes to plan, at least one of the guards will be propelled over the edge. Best of all, if you jump off at the same time, you can keep them in full view as they float all the way down.





QUIRK 2 – KILLING YOUR CAPTORS AND SURRENDERING TO NOBODY

Level: *Surface #2*	Cheats needed: *All guns, infinite ammo*	Cheats recommended: *Invincibility or invisibility*

Destroy the communications link inside the dish installation (this can be done quickly from outside by shooting the tank gun and then shooting at the small window in the wall, facing the trees), then hurry to the bunker entrance.

Instead of going in though, walk right up to it, open the door, crouch and throw a hand grenade as far as possible down the corridor. Do a few test runs and once you're satisfied with the distance (you shouldn't be able to see the explosion when you're standing up), throw a grenade again, then immediately walk through the door. If you've done things correctly, the three guys who capture you in the cut scene will all be killed.



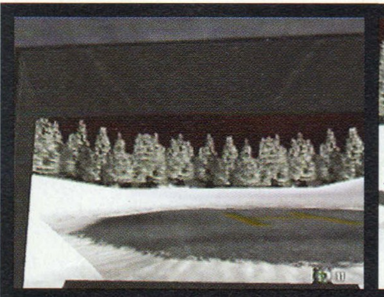
◁ Time to practice your long distance lobs...

...if you see the explosion you need to throw further. ▷

QUIRK 3 – CRUELTY TO NATALYA (part 1)

Level: *Bunker #2*	Cheats needed: *All guns, infinite ammo*	Cheats recommended: *Invincibility or invisibility*

Escape from your cell and release Natalya. Go left, after the first set of double doors to get the keycard from a guard. Next, collect the videotape in the wall alarm room and go to the exit. Before you step through the door to the surface, throw a proximity mine through so that it lands about halfway between the top step and the edge of the helipad. Wait a few seconds for it to prime, then walk through the door. In the cut scene, Bond triggers the mine, blowing Natalya amusingly back through the doorway.





◁ Run Bond, run. What a gent eh?

Natalya. In just a little bit of bother. ▷



GO! GO!

QUIRK 4 – CAPTOR KILLING (part 2)

Level: Statue	Cheats needed: All guns, infinite ammo

Complete all objectives as normal, until Mishkin appears and captures Natalya. Open the gate, but before walking through throw several proximity mines just beyond it. Now walk through the gate and watch as your mines kill Mishkin, and his guards, in the cut scene.

◁ Mishkin and his faithful guards...

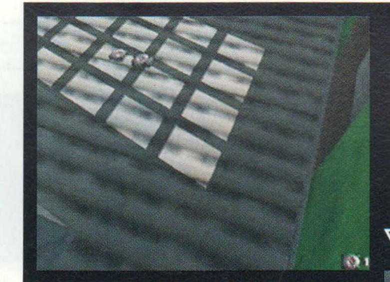
...Mere moments before death by proximity mines. ▷



QUIRK 5 – CRUELTY TO NATALYA (part 2)

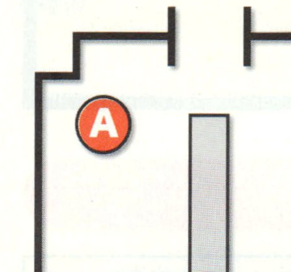
Level: Archives	Cheats needed: All guns, infinite ammo	Cheats recommended: Invincibility, slow animation

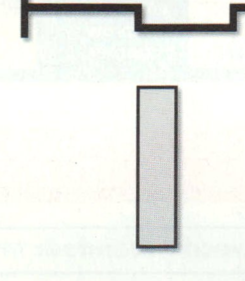
Enter the room where Natalya is being held so that she starts to follow you. Now go to the three windows on the first floor, in the central room by the bookshelves. Smash the far-right window (be careful, shooting with Natalya nearby will make her run away) and lay a remote mine on the floor a few feet back from the window. Now go to point A in the diagram. When Natalya arrives next to you, go directly to point B. Natalya will run to you again, past the three windows. When she reaches point C, detonate the mine and watch her sail through the open window to land in the alley outside. Enabling the slow animation cheat makes this considerably easier.

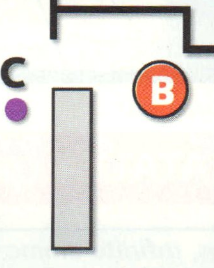


That's it Natalya. Make your way over here. ▷

▽ Who needs friends, eh?









QUIRK 6 – ...AND JUST WHEN SHE THOUGHT SHE WAS SAFE

Level: Archives	Cheats needed: All guns, infinite ammo	Cheats recommended: Invincibility, slow animation

Before finding Natalya, go to the same room described in quirk 5 and lay six remote mines well away from the windows – say on the other side of the room. Now lay one remote mine on the floor, as close to the wall as possible, just left of the far-left window. (See diagram.) Go and find Natalya.

Return to the windows, smash one and, just before walking through, detonate the mines. In the cut scene, the pair run to the end of the alley and, just as Natalya folds her arms in smug satisfaction, the seventh mine will hilariously blow her out of shot.

KEY ● Remote mine



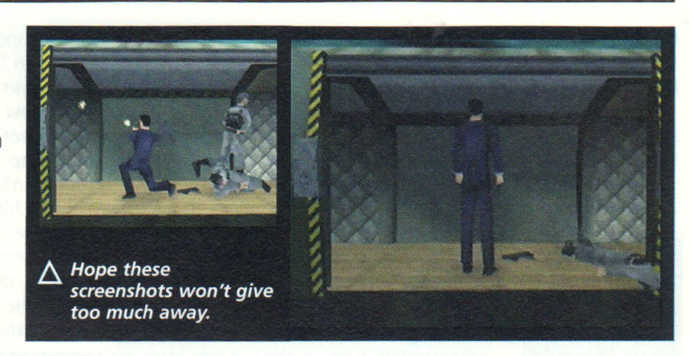
Not quite so smug now then. ▷

QUIRK 7 – BOND'S CUT SCENES

Level: *Depot*	**Cheats needed:** *Fast animation or slow animation*	**Cheats recommended:** *Invincibility*



Simply run all the way to the train, ignoring everything, and open the doors, walking straight inside. The cut scene will show Bond dispatching the two guards in an unusual manner, depending on which of the two animation cheats you selected at the start. Try it and see…

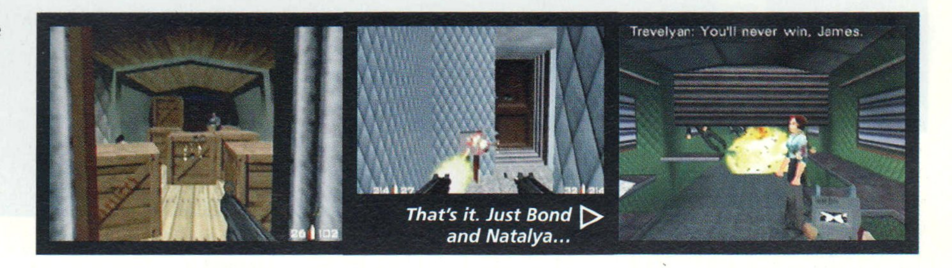


Hope these screenshots won't give too much away.

QUIRK 8 – KILL TREVELYAN, XENIA, OURUMOV BUT NOT NATALYA (FOR ONCE) AND GET INTO THE TRAIN CABIN

Level: *Train*	**Cheats needed:** *All guns, infinite ammo*	**Cheats recommended:** *Invincibility or invisibility*

To kill everyone except Natalya, make your way to the end of the train and, when reaching the last room, throw a mine over Natalya's head to land at Xenia's feet. A little luck is needed for it to kill everyone but you can try selecting a gun to kill Ourumov when the mine goes off, increasing your chances of everyone dying simultaneously. To give you time to draw your gun, use a delayed explosion as described in the introduction. We only managed to get to the cabin (the area behind Trevelyan) once and, unfortunately, we couldn't isolate the conditions which allowed this but it *is* possible.

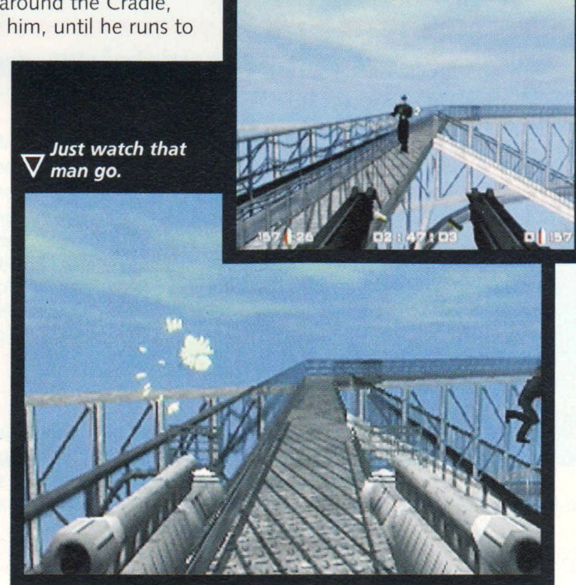


That's it. Just Bond and Natalya…

QUIRK 9 – FLYING CHARACTERS

Level: *Cradle*
Cheats needed: *Invincibility, fast animation*

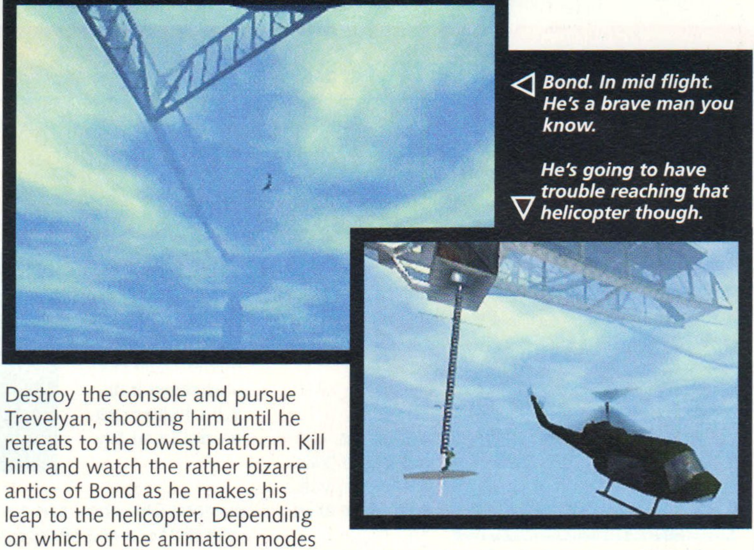
Chase Trevelyan around the Cradle, without shooting him, until he runs to the topmost outer ring of the structure and stops to shoot you from the top of a ramp. Climb a different ramp and approach Trevelyan from the side. Once you get close enough, he will take to the air and virtually fly away from you! Try amassing a large following of guards, because they do this also, but to a lesser extent.



Just watch that man go.

QUIRK 10 – FLYING BOND

Level: *Cradle*
Cheats needed: *Fast animation or slow animation*



Bond. In mid flight. He's a brave man you know.

He's going to have trouble reaching that helicopter though.

Destroy the console and pursue Trevelyan, shooting him until he retreats to the lowest platform. Kill him and watch the rather bizarre antics of Bond as he makes his leap to the helicopter. Depending on which of the animation modes have been enabled, he moves faster or slower than the helicopter, making for an amusing ending.



QUIRK 11 – KILL BARON SAMEDI FOR GOOD!

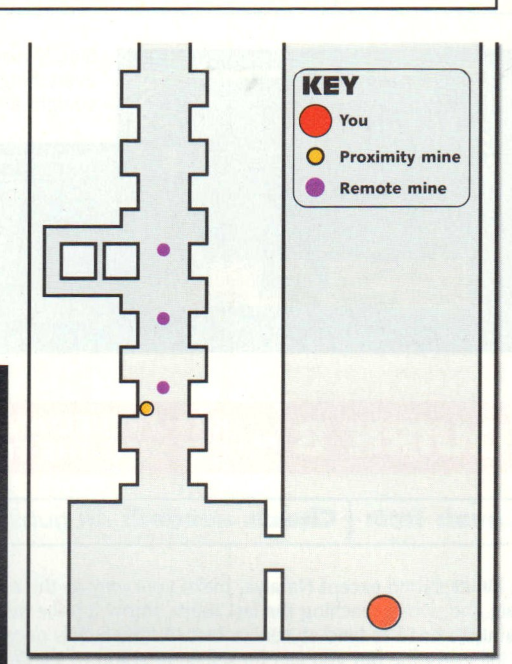
Level: *Egyptian* | **Cheats needed:** *All guns, infinite ammo, invisibility*

Contrary to popular belief, you can kill Baron Samedi for good, specifically in the cut scene when he is running after Bond.

Method 1

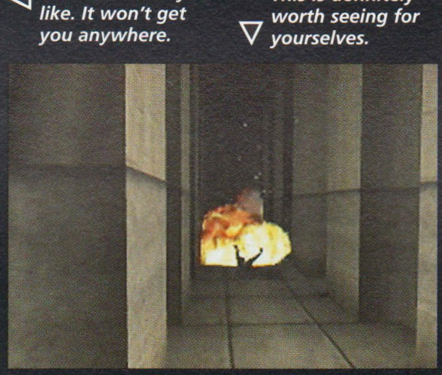
Find the long alcoved corridor (just to the left of your starting position). You need to place several different mines on the floor, as shown in the diagram. It is much easier to start with the remote mines, and then finish by placing the proximity mine, so that the mines aren't set off accidentally by yourself. Now simply finish the level as normal, remembering not to go near this corridor again. Note: To pick up the golden bullets with the Infinite Ammo mode enabled, fire a shot from the Golden Gun while touching them.

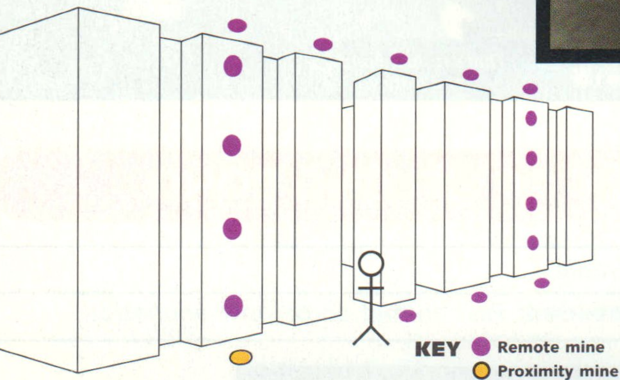
When you shoot Samedi for the third time, Bond will walk along the alcoved corridor, detonating the proximity mine (and hence the remote mines) and killing Samedi as he runs.



◁ *You can run all you like. It won't get you anywhere.*

▽ *This is definitely worth seeing for yourselves.*





Method 2

For the ultimate satisfaction, true *GoldenEye* experts can kill Baron Samedi while he is laughing at you in the cut scene. The principle remains the same. A proximity mine set off by Bond sets off a chain reaction of remote mines that eventually kills Samedi from behind. The mines need to be placed at intervals of roughly two tiles (see diagram) and then simply finish the level as usual to see probably the funniest cut scene in the game. This will make you a *GoldenEye* expert in the eyes of *all* your friends!

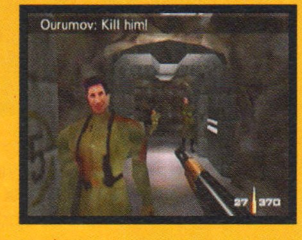
Plot inconsistencies

Statue
Well placed proximity mines (or a single proximity mine if you can find the point from which they emerge) will kill Alec, and his henchmen, once you reach the statue.

Control Centre
Trevelyan can be killed inside his lift, from a distance, with the Golden Gun.

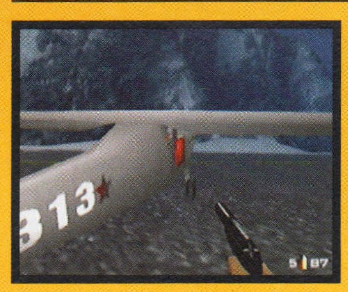
Facility
Shooting Ourumov, before he 'kills' Trevelyan, will keep Alec alive and make him kneel in front of no one, depending on when you shoot him.

Bunker #1
Boris can be killed immediately after he fails to disable security in the mainframe room, without jeopardising the success of a mission objective – as many irate Boris-haters can no doubt testify.



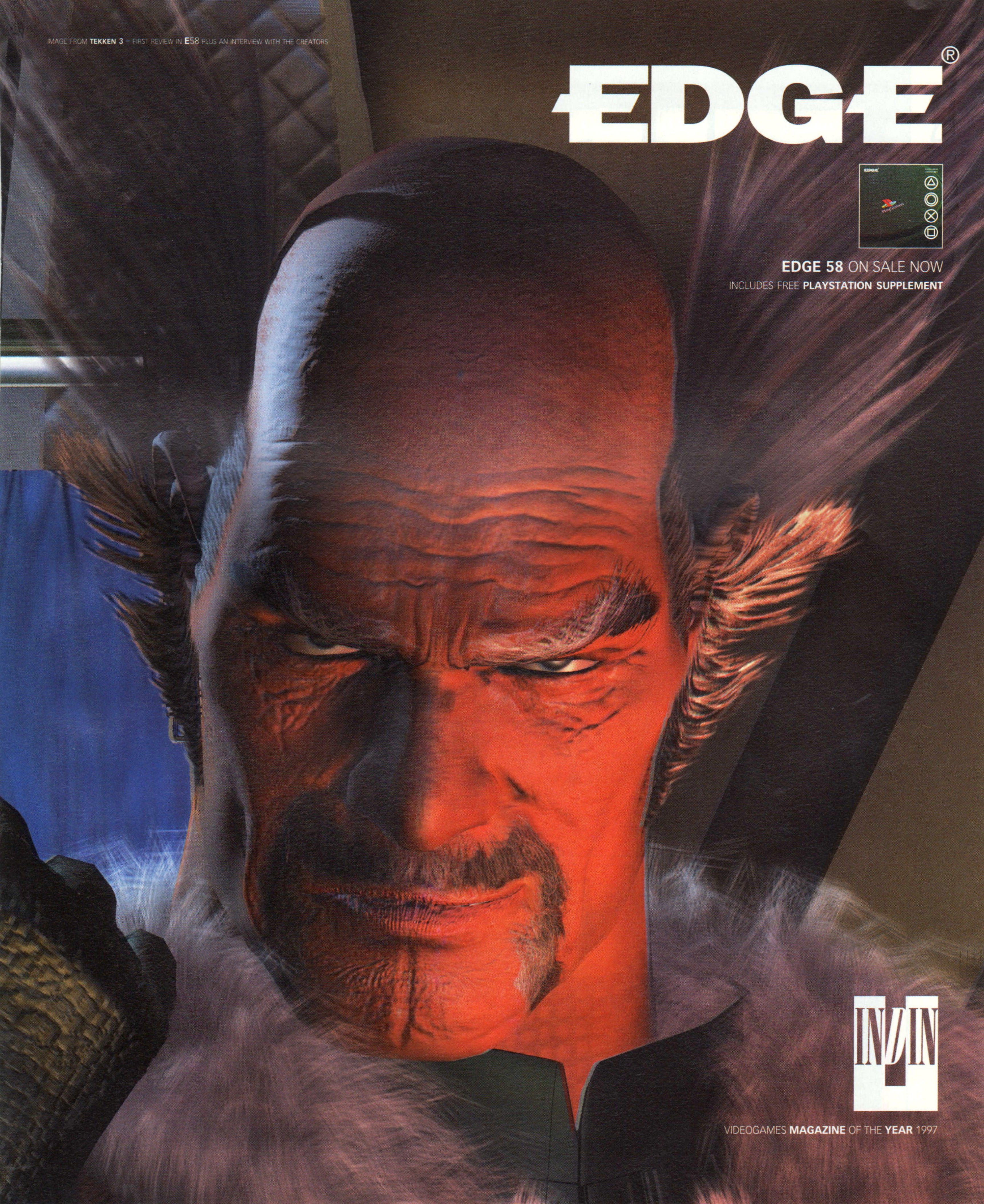
Silo
General Ourumov can easily be killed by keeping at a distance and shooting.

Other amusing quirks



Runway
Mines can be placed on the aeroplane with a final timed mine to detonate them in the cut scene.

Cradle
The Cradle has an invisible floor that can be 'observed' by standing right on the edge of the lowest platform in invisible mode. Just stand and watch as the guards fall off, land several metres down and then keep running!





Judging by the silly quantities of *WCW vs NWO* currently flying out of the shops, semi-naked blokes pretending to slap one another is a rather popular sport. To help you get the most from this most unlikely hit, here're some fine tips.

WCW vs NWO: World Tour



Picking a weapon out of the crowd

Jump out of the ring and head to the metal barrier at the top of the screen. Press Top-C to pull something out of the crowd. These weapons can only be used outside the ring – try to take them into it and they'll disappear.

Bloody hell

To make the game that little bit less parent friendly turn the REALISM on. Then select Joe Bruiser and start a new game. Repeatedly punch your opponent until he falls down clutching his blood-soaked face.

Regain spirit quickly

To build up low spirit without attacking anyone, rotate the joystick a few times – just make sure you do this when your opponent is on the ground or you'll leave yourself wide open to attack.



Three and out

When you have an opponent in a pin, get off him when the announcer says 'One'. Repeat this procedure three times for a rather cheeky win.

Flying ring exit

When your opponent is on the edge of the ring, you can knock him into the middle of next week by moving towards him and holding Run + Up + A. Marvellous fun.

Play as Wrath

Select DOA and play through until you're faced with Wrath. Smack him into submission and he becomes playable. Just don't forget to save him to a memory card.

Floating enemy

To make your opponent float mid-air, get him on the top turnbuckle (the corner thing where the ropes meet), throw him off, then quickly hold the analogue stick. Your opponent will rotate until you let go of the stick.

NHL Breakaway '98

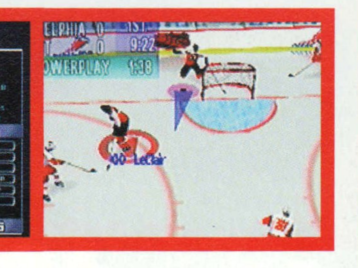
Cheat menu

One quick code is all you need to turn on about 20 cheats. For maximum tippage, such as playing as fish-like characters or shrinking your foe into tiny players, enter Left-C, Right-C, Left-C, Right-C, R, R at the main menu.



Player inspection

This cheat lets you rotate the players to get a closer look at them from all angles. If this takes your fancy press Top-C, Bottom-C, Left-C or Right-C.



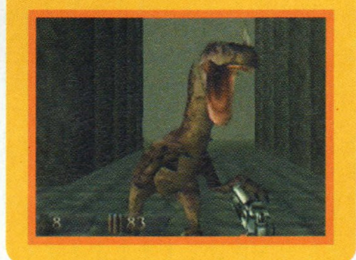
Remove opponent goalie

To substitute the other goalie press START to pause the game. Change your controller over so you're controlling the other side. Then select the 'Pull Goalie' option under team options. Use Controller Select to switch back to the original team and hey presto!

Golden Oldie

Turok: Dinosaur Hunter

I've found that if you enter RBNSMTH at the cheat screen you get everything – the invincibility, all weapons, infinite ammo, the gallery and the pen and ink mode.
Chris Gibson, Leicestershire



READERS' TOP TEN TIPS

It seems we have a nation of *GoldenEyer*'s judging by the thousands of lil' yella slips that pile up in the corner of our new executive office. We reckon we've pretty much covered the N64's best game to death by now, but if you think you've found something new then scribble it down and send it off post haste.

After all, how else do you think you'll get your greasy mitts on a fine MakoPad from Interact (01202 700139). We only give a joypad to the author of the top tip but if you're not lucky enough to win that, remember there are nine more of our highly coveted **N64** lapel badges for the runners up (as worn by Shigeru Miyamoto no less).



Tip of the Month

1. GoldenEye 007

I borrowed this from a website and it's great. To get all 64 characters in *GoldenEye* (most based on the Rare staff) follow this rather tricky code. You can enter it anywhere but it's best on the multiplayer character select screen, while looking at the final character (Mishkin or Moonraker Elite):

1. Hold the L and R buttons and press Left-C.
2. Hold the L button and press Top-C.
3. Hold the L and R buttons and press Left on the D-pad (not the control stick). (The N64 will select a new character.)
4. Hold the L button and press Right on the D-pad.
5. Hold the R button and press Down on the D-pad.
6. Hold the L and R button and press Left-C.
7. Hold the L button and press Top-C.
8. Hold the L and R button and press Right on the D-pad.
9. Hold the L and R button and press Bottom-C.
10. Hold the L button and press Down on the D-pad.

No sound is made to indicate that the code has been successfully entered. Note the game doesn't save this code so you have to enter it every time you turn on the cart.

Ashley 'Ashman' Bennett, Upminster



2. NFL QuarterBack Club '98

When you pass the ball long (over 10 yards) the marker will run to the cross and wait there for it. Simply run into him and the referee will call 'Defensive Pass Interference' et voilà – an instant first down with a gain. I've gone the whole length of the pitch with the timer on 00:00, and scored a field goal many a time.

Matthew Singleton, Maidenhead

3. Nagano Winter Olympics

Have an autofire button turned on and you can run faster on Bobsleigh, Aerial etc.

James Mellor, Ilford



4. GoldenEye 007

Frigate level: If you come out of the small boat and shoot through the window of the bridge, the men holding the hostage will run out of the room leaving you clear to save the captive.

Ben Deary, Upshire

5. GoldenEye 007

If you are having trouble on the second Bunker level because of your loud guns attracting unwanted attention, how about 2x silenced PPK's. Go to the computer room (the one where Boris has to turn on the computer in the first Bunker level), as you enter the room take out the camera on your left and kill the guard at the back of the room. He will drop a safe key, pick it up and bring it back to the cell. Stand outside the cell and go through the doors in front until you get to the solid locked doors. Go into the room on the left, take out the guards and open the safe for 2x silenced PPK's.

Pierce Ward, Dublin

6. FIFA '98

Go to the player editor and at the player name for Vancouver type in DAVE (in capitals). This will give you unlimited player attributes enabling you to fill your team with 99% blokies. If the code is entered successfully, the player will leap up and down.

G. Tuff, Sittingbourne

7. Mace: The Dark Age

If you press start on Koyasha, Mordas Kull, Takeshi at the character select screen, and then choose a normal character, you will fight on a golf course.

Gareth Rees, Stoke on Trent

8. Diddy Kong Racing

If you hit a zipper too late and end up with a pink flame, press the accelerator until the black smoke has finished and you get a boost stronger than a pink flame, but not as strong as a green flame. This is worth remembering because it can sometimes mean the difference between first and second place.

Oliver Herst, Camberley

9. Madden 64

When you are choosing which team to be (the bit with the red joypad), move the joypad from left to right and then back again. Keep doing this and the pad changes colour (there are lots of different colours). Now all the arrows and the stars under the players will be that colour.

Hew James, Herts



10. Doom 64

Entering the code W93M 7H20 BCY0 PSVB on the password screen will start you on the last level with 100 health, 200 armour, all weapons, full ammo, back pack and the three pentagram items that enhance your laser gun, making it three times more powerful than the BFG 3000. The pentagram items also let you use the three switches in the last level (to close the gates that spawn the monsters).

Peter Morrison, Glasgow

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash N64 pin badge. If you get the coveted number 1 slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

Post code ....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St., Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.





You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

This month, we on the Hotline address the problems of sitting up at 3am in the morning, peering bleary eyed at the television screen and trying to work out what bit goes in what hole. Yes, that's right, this month it's the start of our guide to *Tetrisphere*!

The puzzle mode consists of 100 puzzles, many surprisingly simple, most just downright bloody annoying. We've got the first 25 solutions here and we'll be running the rest over the next few months so if you can't find the one you're stuck on now, it'll be in one of the issues coming up.

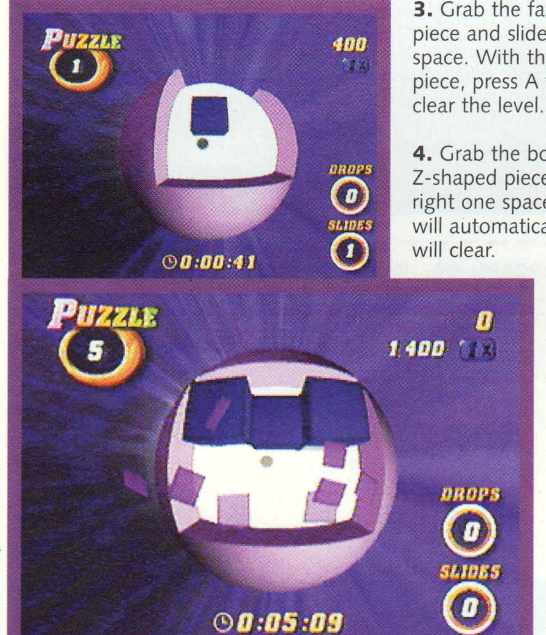
TETRISPHERE

Puzzle solutions

There is more than one way to do some of the puzzles. The directions given in this quickplay must be followed exactly in order for the level to clear.

1. Grab the bottom-left blue square and slide it to the right, one space. With the cursor still on it, press A to use your drop and clear the level.

2. Grab the top yellow rectangle and slide it down one space. Grab the bottom yellow rectangle and slide it up one space. Move the cursor over the middle yellow rectangle and press A to use you drop and clear the level.



3. Grab the far-left blue Z-shaped piece and slide it to the right one space. With the cursor still on that piece, press A to use your drop and clear the level.

4. Grab the bottom-middle blue Z-shaped piece and slide it to the right one space. The top blue piece will automatically fall and the level will clear.

5. Grab the top-centre purple L-shaped piece and slide it down two spaces. With the cursor still on this piece, press A to use your drop and the level will clear.

6. Place the cursor over the top red T-shaped piece. Just press A to use your drop and the level will clear.

7. Grab the far-right blue square and slide it to the left one space. With the cursor still on that shape, press A to use your drop and clear the level.

8. Grab the far-left blue square and slide it to the right one space. With the cursor still on that shape, press A to use your drop and clear the level.

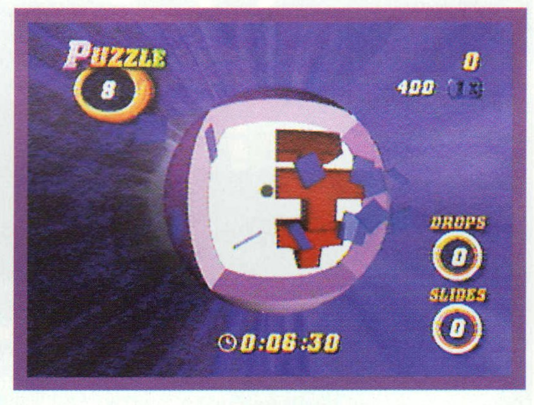
9. Place the cursor on the bottom green rectangle and press A to use your drop. The level will then clear.

10. Grab the far-left green rectangle and slide it to the right one space. Move the cursor right one space, then press A to use your drop. The level will then clear.

11. Grab the bottom-middle blue Z-shaped piece and slide it down one space. That's all you need to do to clear it.

12. Move the cursor over to the green rectangle on the far right. Then just press A to use your drop and the level will clear.

13. Grab the far-right blue square. You will only see the top-right corner of this piece. Slide it up two spaces to clear the level.



14. Place the cursor over the bottom-right blue square. Press A to use your drop and clear the level.

15. Grab the top-right green rectangle. This is the highest piece on the stack. Slide it to the left one space. Place the cursor over the left green rectangle, then press A to use your drop and clear the level.

16. Move the cursor up six spaces, then left five spaces from where it starts. Press A to use your drop to clear the level.

17. Move the cursor down one space from where it starts. It will be on a yellow rectangle piece. Grab this piece and slide it down one space. After the red T-shaped pieces clear, slide the same yellow rectangle back up one space to complete the level.

☎ (01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

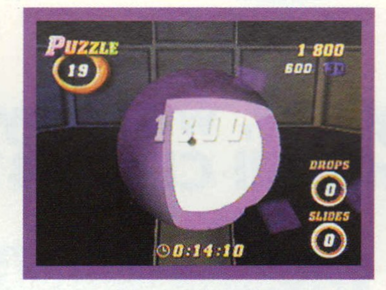
Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

18. Grab the top green rectangle and slide it up one space, then left one space. Grab the middle yellow rectangle and slide it to the left one space. Place the cursor on the second green rectangle from the top, then press A to use your drop and the level will clear.

19. Move the cursor up one space from where it starts. Grab the highest purple L-shaped piece and slide it to the right one space. Move the cursor left one space, then down one space. Grab the lowest purple L-shaped piece and slide it to the left one space to clear the level.

20. Grab the left green rectangle and slide it up one space. Grab the middle green rectangle and slide it up one space. Grab the right green rectangle and slide it up one space. Place the cursor over the lower-left blue square, then press A to use your drop and the level will clear.

21. Move the cursor up one space from where it starts. Grab the top-left yellow rectangle and slide it up one space. As it is falling, press A to use your drop and the level will clear.



22. Grab the lower-left purple L-shaped piece and slide it to the right one space. Grab the top yellow rectangle and slide it down one space. Place the cursor back over the lower-left purple L-shaped piece and press A to use your drop. The level will then clear.

23. Grab the second red T-shaped piece from the right. Slide it up one space, then left one space and the level will clear.

24. Move the cursor down one space, left one space, then down one space from where it starts. It will be on the edge of the blue Z-shaped piece. Grab this piece and slide it left two spaces to clear the level.

25. Move the cursor up two, then left two from where it starts. Grab the blue square here and slide it up one space, then left one space. With the cursor still on this piece, press A to use your drop and clear the level.





DUKE NUKEM

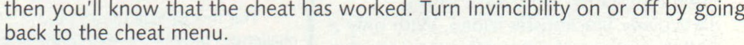
THE CHEAT MENU

On the main menu, press D-pad left, D-pad down, L, L, D-pad up, D-pad right, D-pad left, D-pad up. This brings up the cheat menu as one of your options.



INVINCIBILITY

First access the cheat menu. Then, still on the main menu, press R, Right-C, R, L, R, D-pad left. If you hear a whooshing sound then you'll know that the cheat has worked. Turn Invincibility on or off by going back to the cheat menu.



TOGGLE MONSTERS ON/OFF

First access the cheat menu then, on the main menu, press L, Top-C, D-pad left, L, Bottom-C, R, L, R. You should hear a sound to tell you that the cheat's worked. Go to the cheat menu to turn it on or off.



TOGGLE ITEMS ON/OFF

Access the cheat menu and then, on the main menu again press R, Right-C, D-pad down, L, Top-C, L, Right-C, L. If you hear a bloodcurdling scream then you'll know that the cheat's worked. Again, to turn the cheat on or off just access the cheat menu.





The elite are growing day by day, week by week. Have you got what it takes to join Skill Club 64?

More proud Skill Club entries trickle in to the N64 office. The level of dedication to N64 gaming shown by these people is quite extraordinary and they fully deserve their exclusive Skill Club certificates and N64 badges as a reward.

The rules remain unchanged. Three complete challenges sees you safely onto the Bronze league, seven onto the Silver league and ten for the Gold. If you can't manage all ten in one go, you can enter as many challenges as you like now, and update us with more of your achievements later – we'll then bump you up to the appropriate league.

If you can't afford to buy all the games necessary to enter the leagues – and let's face it, 10 games *is* £600-worth of silicon – remember that you can quite often rent games from local stores, particularly Blockbuster Video. With only a limited amount of time with your cart, the pressure will certainly be on to achieve the Skill Club Challenge, but we know you're up to the task. Go on, get out there and prove your prowess to the nation.

NEXT MONTH!

The first of Skill Club's new challenges arrives! An extraordinarily high *Yoshi's Story* scorey (sorry) will be the newest option on your way to fame and fortune in our Bronze, Silver or Gold Skill Club leagues.

gold club complete all 10 challenges

Name
Simon Moore, Liverpool

silver club complete 7 challenges

Name	Completed
Richard Davies, Rotherham, S. Yorks	A,B,D,E,F,I,J
Philip Foster, Havant, Hants	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Gethin James, Bournemouth	A,B,F,G,H,I,J
Jon Davies, Wallingford	A,B,C,D,G,H,I
Andrew Mills, Londonderry	A,B,C,D,E,F,H,I,J

bronze club complete 3 challenges

Name	Completed
Robert Gallaher, Southampton	A,G,I
Ben Cook, Shoreham-By-Sea	A,B,G
Ben Olney, Kingston, Surrey	A,D,E
Kevin Watts, Mansfield, Notts	A,C,F
Lawrence Gilbey,Bridport, Dorset	B,C,I
David Maguregui, Wellesbourne	D,E,G
Steve Laney, Droitwich	E,F,I
Richard Canterbury, Taunton	A,B,D
Daniel Brooks, Swindon	A,B,F
Rachel Jackson, Woodbridge	C,D,H
Ciaran Spence, County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauuvers, Belgium	A,D,F
R. KnapmanSouth, Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Stephen McMahon, County Down	A,C,D,F,I
Stephen Rogers, Urmston, Manchester	A,C,E,F,H
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and all 10 for Gold. Get going!



challenge A — Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of this very issue should help as well.



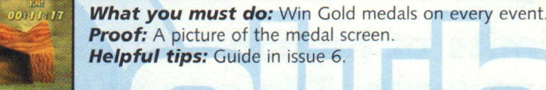
challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.



challenge B — Diddy Kong Racing

What you must do: Finish the game in mirror mode.
Proof: A picture of the save screen with Adventure Two and 47 balloons clearly on it.
Helpful Tips: Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the DGG + with issue 11.



challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: Guide in issue 6.



challenge C — Lylat Wars

What you must do: Finish the game with 1,500 hits or more.
Proof: A picture of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Gentleman Space Adventurer Quarterly, free with issue 8, and the Double Game Guide + on the front of issue 13.

challenge H — Turok

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.



challenge D — GoldenEye 007

What you must do: Finish the game on all three difficulty settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on issue 12.

challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8.



challenge E — ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and Double Game Guide + on the front of issue 14.

the rules

- *You need to accomplish three challenges to earn yourself a bronze placing, seven for silver and all ten to make it into the gold list.*
- *You can enter for whichever challenges you like if you're trying for a bronze or silver listing.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in the following challenges:

	A Super Mario 64		F Mario Kart 64
	B Diddy Kong Racing		G Pilotwings 64
	C Lylat Wars		H Turok: Dinosaur Hunter
	D GoldenEye 007		I Blast Corps
	E ISS64		J Wave Race 64

Please send my badge and certificate to:

Name ....

Address ....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

I'M THE BEST

Testing the limits of human endurance. The four minute mile. The thirty foot long jump. The one minute Mario Raceway...

In the hour following Roger Bannister's historic achievement, more than fifteen thousand other runners (including an entire class of primary school children from Wolverhampton) also ran a mile inside four minutes. Only Bannister ever found fame.

Here at 'I'm The Best!' we are always on the lookout for such ground-breaking accomplishments. 2500 hits on *Starfox*? Impossible! 50 seconds on Mario Raceway? Can't be done! 100,000 on *Wave Race* stunt mode? It'll never happen! Or will it? It only takes one extraordinary individual effort to increase the boundaries of possibility for **N64** readers across the globe. Rest assured you'll read about it here first.

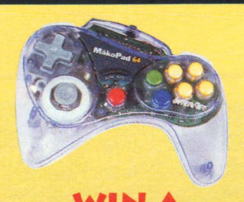
Star Performance

We'd been asking for those *Top Gear Rally* times and, at last, **Colin Sales** from **Bishopton** has thrown down the gauntlet with mighty impressive circuit times for both the Coastline and the Stripmine. If you can beat 3'53"26 on the Coastline, or 3'06"86 on the Stripmine, then send the proof in to us and we'll credit you generously for your efforts. In fact, send a photo of yourself along with your world-beating time and we'll make you famous. You could even send a drawing if you're a bit handy with the old crayons. You have nothing to lose but your dignity.



NEW HIGH SCORE!

No, we haven't forgotten last month's *Diddy Kong Racing* times – we're still snowed under by a veritable avalanche of entries for issue 12's *GoldenEye* Dam challenge. OK, so we already announced a winner last time, but we thought Tom Richardson of Ilkley deserved a prize, not simply for getting 100% accuracy (without cheats) but for managing to kill 39 guards – more than anyone else has yet found.



WIN A CONTROLLER!

If you'd like to be like Tom and win a curvaceous MakoPad from Interact (01204 700139) then try your hand at the excellent *Snowboard Kids* trick game. Get some wild air, pop a few radical moves, and who knows – perhaps you could be on your way to a 4200+ score and the international fame that comes with being, truly, The Best. Wax those boards, people.



THIS MONTH'S SCORE TO BEAT
4000 points in Snowboard Kids Trick Game

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick

	Time	Status	Name
1	0'02"3	Confirmed	Simran Bedi, Southall
2	0'05"7	Confirmed	Andrew Mills, Londonderry
3	0'08"3	Confirmed	John McCormick, Fife
4	0'09"1	Confirmed	Danny Dunn, Lincolnshire
5	0'12"3	Confirmed	Owain Brimfield, Peel
6	0'12"7	Confirmed	Calum O' Hanlon, London
7	0'13"1	Confirmed	James Adams, Bury
8	0'13"1	Confirmed	Barry Gannon, Caithness
9	0'16"0	Confirmed	Richard Savage, Berkshire
10	0'16"7	Confirmed	Matthew South, Sheffield

Peach Slide

	Time	Status	Name
1	0'12"7	Confirmed	Stelios Giamerolos, Greece
2	0'13"0	Confirmed	Trev Henderson, Harrogate
3	0'13"0	Confirmed	Marc Bennett, Newcastle
4	0'13"0	Confirmed	Danny Dunn, Lincolnshire
5	0'13"1	Confirmed	Andrew Mills, Londonderry
6	0'13"1	Confirmed	Zahir Ishani, Surrey
7	0'13"2	Confirmed	Micke Laakso, Finland
8	0'13"2	Confirmed	Dave Parsons
9	0'13"2	Confirmed	Calum O' Hanlon, London
10	0'13"3	Confirmed	Ed Quinn, Manchester

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick

	Time	Status	Name
1	0'17"4	Confirmed	G. Eagleton, Huddersfield
2	0'17"6	Confirmed	GK, Darlington
3	0'18"3	Confirmed	P. Dimba, Tonbridge
4	0'19"7	Confirmed	Nigel Butterfield, Manchester
5	0'27"5	Confirmed	Richard Durkin, Newcastle

Peach Slide

	Time	Status	Name
1	0'13"2	Confirmed	James Adams, Bury
2	0'13"3	Confirmed	P. Dimba, Tonbridge
3	0'16"0	Confirmed	Ciaran Haren, Belfast
4	0'17"0	Confirmed	Jeremy Lock, Poole
5	0'17"9	Confirmed	O. Gunstan, Trowbridge

WAVE RACE 64

(PAL)

Sunny Beach

	Time	Status	Name
1	1'14"753	Confirmed	Thomas McAlinden, Lurgan
2	1'14"830	Confirmed	Tatu Luostarinen, Finland
3	1'14"916	Confirmed	J. Richardson, Stoke-on-Trent
4	1'15"149	Confirmed	G. Gibson, Rickmansworth
5	1'15"449	Confirmed	A. Keersmaehers, Belgium

Stunt Mode, Dolphin Park (Any version)

	Score	Status	Name
1	41132	Confirmed	Norman Obaseki, Leeds
2	40730	Confirmed	Steven Zwartjes, Holland
3	40490	Confirmed	Stelios Giamerelos, Greece
4	38540	Confirmed	Patrick Laakso, Sweden
5	35016	Confirmed	Nicky Stanford, N. Ireland

Glacier Coast – Time Trial

	Time	Status	Name
1	1'38"619	Confirmed	Anssi Ahonen, Finland
2	1'40"105	Confirmed	Aaron Carroll, W.Yorks
3	1'40"729	Confirmed	J. Baggerman, The Netherlands
4	1'41"08	Confirmed	Trevor Scannell, Barking
5	1'42"082	Confirmed	Jonathan Corrin, Cumbria

Glacier Coast – Stunt Mode

	Score	Status	Name
1	62199	Confirmed	Aaron Carroll, W.Yorks
2	61767	Confirmed	Norman Obeseki, Leeds
3	60120	Confirmed	Steven Zwartjes, Holland
4	54270	Confirmed	Patrick Laakso, Sweden
5	52165	Confirmed	Jonathan King, Dorchester

(AMERICAN/JAPANESE)

Time Trial Sunny Beach

	Time	Status	Name
1	1'02"694	Confirmed	Chris Murphy, Manchester
2	1'03"755	Confirmed	William Lam, Bristol
3	1'04"726	Confirmed	Dilpesh Varsani, London
4	1'05"478	Confirmed	GK, Darlington
5	1'05"68	Confirmed	Bruce Robertson, Perth

MARIO KART 64

(PAL)

	Time	Status	Name
Luigi Circuit			
1	1'33"67	Confirmed	*Graham Francis, Cronleigh*
2	1'39"64	Confirmed	*Richard Dunn, Lincolnshire*
3	1'41"31	Confirmed	*Stephen Ball, Macclesfield*
4	1'41"41	Confirmed	*S. Rogers, Weston-Super-Mare*
5	1'42"31	Confirmed	*J. Carr, Weston-Super-Mare*
Royal Raceway			
1	2'08"14	Confirmed	*Steven Zwartjes, Holland*
2	2'08"96	Confirmed	*Rob Pierce, Salisbury*
3	2'09"29	Confirmed	*Martin Conroy, Leeds*
4	2'09"33	Confirmed	*Danny Dunn, Lincolnshire*
5	2'09"59	Confirmed	*Damon Osborne, Ipswich*
Koopa Troopa Beach			
1	1'34"37	Confirmed	*Sam York, Bristol*
2	1'37"01	Confirmed	*Thomas Foster, Derby*
3	1'38"31	Confirmed	*Steve Ridley, Ramsgate*
4	1'39"08	Confirmed	*Stelios Giamerelos, Greece*
5	1'39"14	Confirmed	*Stuart Hayward, Swindon*
Frappe Snowland			
1	00'27"45	Confirmed	*Alan Pierce, Salisbury*
2	00'27"72	Confirmed	*Rob Pierce, Salisbury*
3	00'29"62	Confirmed	*Danny Dunn, Lincolnshire*
4	00'30"03	Confirmed	*Colin Higgins,Surrey*
5	00'30"26	Confirmed	*T. Earl, Newcastle upon Tyne*
Bowser's Castle			
1	2'18"57	Confirmed	*Martin Conroy, Leeds*
2	2'18"62	Confirmed	*Gary Peters, Devon*
3	2'18"74	Confirmed	*Steven Zwartjes, Holland*
4	2'18"74	Confirmed	*Richard Dunn, Lincolnshire*
5	2'18"77	Confirmed	*Rob Pierce, Salisbury*
Banshee Boardwalk			
1	2'09"19	Confirmed	*Gary Thomson, Bonnyrigg*
2	2'09"56	Confirmed	*Stuart Hayward, Swindon*
3	2'09"56	Confirmed	*Rob Pierce, Salisbury*
4	2'09"81	Confirmed	*Richard Dunn, Lincolnshire*
5	2'10"50	Confirmed	*Orestis Giamerelos, Greece*

(AMERICAN/JAPANESE)

	Time	Status	Name
Luigi Circuit			
1	1'27"66	Confirmed	*George Papapetrou, London*
2	1'31"30	Confirmed	*Tatu Luostarinen, Finland*
3	1'40"23	Confirmed	*Marc Duport, Guernsey*
4	1'41"14	Confirmed	*Arthur Van Dalen, Holland*
5	1'42"76	Confirmed	*Steven Dyson, Poulton le Fylde*
Mario Circuit			
1	0'54"01	Confirmed	*Tatu Luostarinen, Finland*
2	0'54"32	Confirmed	*Andrew Mills, Londonderry*
3	0'54"46	Confirmed	*George Papapetrou, London*
4	0'54"58	Confirmed	*Marc Dupont, Guernsey*
5	0'54"64	Confirmed	*Steven Dyson, Poulton le Fylde*
Royal Raceway			
1	1'46"68	Confirmed	*Andrew Mills, Londonderry*
2	1'48"28	Confirmed	*George Papapetrou, London*
3	1'48"73	Confirmed	*Tatu Luostarinen, Finland*
4	1'49"63	Confirmed	*Steven Dyson, Poulton le Fylde*
5	1'50"09	Confirmed	*Arthur Van Dalen, Holland*

STARFOX

ON CORNERIA (ANY VERSION)

	Score	Status	Name
1	276	Confirmed	*Phil Hughes, Widnes*
2	248	Confirmed	*Max French, Dundee*
3	245	Confirmed	*Matthew Kagelidis, Greece*
4	243	Confirmed	*Stuart Richards, Surrey*
5	235	Confirmed	*Allen Evangelista, Middlesex*
6	234	Confirmed	*Adrian Stead, Hull*
7	231	Confirmed	*Jon Davies, Wallingford*
8	230	Confirmed	*Sean Fitzgerald, Maidenhead*
9	229	Confirmed	*Tom Wedley, Buckingham*
10	228	Confirmed	*Trevor Capell, Northampton*
Total Hits			
1	2114	Confirmed	*Jon Davies, Wallingford*
2	2091	Confirmed	*Phil Hughes, Widnes*
3	1940	Confirmed	*Stuart Richards, Surrey*
4	1872	Confirmed	*Tom Wedley, Buckingham*
5	1834	Confirmed	*Sami Somero, Finland*
6	1832	Confirmed	*S. P. Richards, Dorking*
7	1826	Confirmed	*Tatu Luostarinen, Finland*
8	1815	Confirmed	*Trevor Capell, Northampton*
9	1745	Confirmed	*Michael Lai, Liverpool*
10	1736	Confirmed	*Iain Gray, Scotland*

DIDDY KONG RACING

(PAL)

	Time	Status	Name
Ancient Lake			
1	0'45'43	Confirmed	*Adam Charlton, Huntingdon*
2	0'47"81	Confirmed	*Lee Schofield, Kent*
3	0'48"85	Confirmed	*Ioanis Konst, Chiswick*
4	0'48"90	Confirmed	*Reuben Crew, Anglesey*
5	0'49"43	Confirmed	*Ian Gore, Somerset*
Fossil Canyon			
1	1'16"70	Confirmed	*Lee Schofield, Kent*
2	1'16"93	Confirmed	*Daniel Carlsson, Sweden*
3	1'17"43	Confirmed	*Ian Gore, Somerset*
4	1'18"05	Confirmed	*Ioanis Konst, Chiswick*
5	1'18"30	Confirmed	*Stuart Richards, Surrey*
Hot Top Volcano			
1	1'18"71	Confirmed	*Richard Dunn, Lincolnshire*
2	1'18"75	Confirmed	*Andrew Mills, Londonderry*
3	1'19"01	Confirmed	*Gary Chu, Edinburgh*
4	1'19"03	Confirmed	*Ian Gore, Somerset*
5	1'19"31	Confirmed	*Nicolas Protopapas, London*
Jungle Falls			
1	0'49"16	Confirmed	*Richard Dunn, Lincolnshire*
2	0'50"00	Confirmed	*Daniel Carlsson, Sweden*
3	0'51"16	Confirmed	*Andrew Mills, Londonderry*
4	0'51"50	Confirmed	*Lee Schofield, Kent*
5	0'51"61	Confirmed	*Ian Gore, Somerset*
Walrus Cove			
1	1'44"53	Confirmed	*Richard Dunn, Lincolnshire*
2	1'46"26	Confirmed	*Colin Sales, Bishopton*
3	1'46"65	Confirmed	*Andrew Mills, Londonderry*
4	1'49"40	Confirmed	*Stuart Richards, Surrey*
5	1'50"80	Confirmed	*Andrew Wall, Manchester*
Crescent Island			
1	1'18"80	Confirmed	*Daniel Carlsson, Sweden*
2	1'18"96	Confirmed	*Richard Dunn, Lincolnshire*
3	1'20"25	Confirmed	*Ian Gore, Somerset*
4	1'21"00	Confirmed	*Colin Sales, Somerset*
5	1'22"96	Confirmed	*Rob Pierce, Salisbury*
Windmill Plains			
1	1'53"85	Confirmed	*R. Masters, Peterborough*
2	1'54"11	Confirmed	*D. Maguregui, Wellsbourne*
3	1'54"43	Confirmed	*Richard Dunn, Lincolnshire*
4	1'54"70	Confirmed	*Lee Schofield, Kent*
5	1'56"35	Confirmed	*Andrew Mills, Londonderry*
Darkmoon Caverns			
1	1'58"71	Confirmed	*Richard Dunn, Lincolnshire*
2	1'59"85	Confirmed	*Jamie Raven, Surrey*
3	2'02"85	Confirmed	*Stuart Richards, Surrey*
4	2'05"08	Confirmed	*Robert Griffiths, W. Yorks*
5	2'05"30	Confirmed	*Andrew Mills, Londonderry*

TUROK

(PAL)

	Time	Status	Name
Time Challenge Mode			
1	1'23"	Confirmed	*Stuart Richards, Dorking*
2	2'32"	Confirmed	*Wayne Starkey, Harpenden*
3	2'37"	Confirmed	*Matthew Griffiths, Colchester*
4	2'39"	Confirmed	*Andrew Mills, Londonderry*
5	2'40"	Confirmed	*Martin Sturrock, Goostrey*
6	2'44"	Confirmed	*Paul Taylor, Poynton*
7	2'46"	Confirmed	*Jamil Yahyaoui, Belfast*
8	2'48"	Confirmed	*Scott Brown, Stocksfield*
9	2'50"	Confirmed	*Karen Callow, Winton*
10	2'51"	Confirmed	*Stephen Daulby, Warrington*

How to enter

WANTED! SNOWBOARD KIDS TRICK SCORES & TIMES

Those *Diddy Kong Racing* times have been falling into the office in great heaps on a daily basis and already we've got a few clear experts, but keep on sending in those times to see if you can make it onto our winners table. We're also now looking for your fastest times on the coastline course of *Top Gear Rally* so get your driving gloves on.

Remember you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to:
I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

N64

Lylat Wars Results

At last! Finally! Not before time! The results of the *Lylat Wars* competition have finally been collated.

LYLAT WARS championship

We survey the task ahead. Boxes and boxes stacked, towering towards the ceiling all full of letters and parcels. They're all entrants to our – was it really that long ago! – issue 8 Electronics Boutique *Lylat Wars* Championship. To sort this lot out would be a herculean task. A labour of time and love. We turn to Andrea.

"Oh no... No way... I'm too busy." Tim kicks the lower-most box and steps back. An ominous rumble. The floor shakes. Andrea is engulfed by a tidal wave of videos, parcels, photographs and small pieces of paper. We sneak out. "Gmnumff huffke snle gharrl." Quite.

And so it came to pass that – purely in order to extract herself from the pile – Andrea finally had to go through all the entries to the *Lylat Wars* Championship. She sorted out the best 100. It took her days, but here it is, finally. We're sorry it took so long.

ARE YOU ONE OF THE BEST 100 LYLAT WARS GAMERS IN THE COUNTRY?



Pos	Name	Location	Score	Version
1	Patrick Wessels	Holland	2041	UK
2	Jonathan Cole	Washington	2028	*
3	Gavin Cole	Washington	2009	*
4	Gary Kerr	Darlington	1971	Import
5	Thomas Le	Birmingham	1958	Import
6	Arron Taylor	Northants	1936	*
7	Anthony Nguyen	Thorplands	1931	Import
8	Ben Mills	Norfolk	1917	Import
9	Tom Irving	Gayton, Wirral	1902	Import
10	Jason Doe	Hackney	1899	UK
11	R. Jayasinghe	Eastbourne	1888	Import
12	Chris Hulse	Cumbria	1886	Import
13	Ben McBean	Wellingborough	1870	Import
14	Stuart Richards	Dorking, Surrey	1864	UK
15	Arthur Arts	Holland	1857	*
= 16	James Shepherd	Cheltenham	1854	UK
= 16	Mark Green	Cheltenham	1854	Import
18	Phillip Alexander	Wittering	1845	UK
19	Gareth Steele	Letchworth	1840	Import
= 20	Adam Hattle	Luton	1832	UK
= 20	David Gosling	Farnham	1832	UK
22	Jon Davies	Wallingford	1815	*
23	Adrian Kitchen	Ducklington	1811	UK
24	Amir Ismaiel	Winstanley Est.	1804	*
25	Derek Thomson	Edinburgh	1780	UK
26	Matt Nangnam	Rochester	1776	UK
27	Colin Mitchell	Hampshire	1773	UK
28	Michael Keens	Walthamstow	1771	UK
29	Stephen Rowland	Wigan	1770	Import
30	J. Zachopoulos	Middlesex	1768	UK
= 31	Michael Lai	Liverpool	1766	Import
= 31	Jackey Man	Aberdeen	1766	UK
33	David Blower	Cheshire	1764	UK
34	Robert McMahon	London	1762	Import
= 35	Sam Fleet	Hereford	1753	Import
= 35	Mark Joseph	Edgeware	1753	UK
37	Kevin McGrorty	Kirkintilloch	1741	UK
38	Andy Baker	Wolverhampton	1739	Import
39	Seth Eagles	Gwynedd	1729	Import
= 40	Derek Bain	Glasgow	1725	UK
= 40	Simon Lee	Ealing	1725	Import
42	Iain Cockburn	Tyne & Wear	1718	UK
43	Daniel Cross	Thome	1716	UK
44	Scott Phillips	Wigan	1711	UK
45	Gareth Steele	Letchworth	1710	Import
46	Darren Roughley	Warrington	1704	UK
47	Piet den Dulk	Holland	1697	UK
48	Michael Boateng	Tottenham, London	1690	Import
49	Dale Barber	Rochford	1687	UK
50	Ciaran Morinan	Anerley, London	1686	UK
= 51	Graham Wade	South Wirral	1684	UK
= 51	Michael Hajewsky's	Blackburn	1684	UK
53	Luke Fletcher	Leamington Spa	1680	UK
54	Chung Wong	Telford	1677	UK
55	Peter Mountain	Doncaster	1676	Import
56	Simon Spray	Wootton	1663	UK
57	David Matthews	Cardiff	1655	*
58	R. Ireland	Prestatyn	1653	*
59	Alex Thornton	Kent	1652	*
60	Lyndon James Irwin	County Armagh	1649	UK
61	James Adams	Bury	1646	UK
62	Martin Surrock	Cheshire	1639	UK
63	Pierre Dimba	Tonbridge	1636	Import
64	Ryan Haidar	Staines	1634	UK
65	Jon Black	Bristol	1633	*
66	Christopher Turnbull	Tyne & Wear	1632	Import
= 67	Gareth Taylor	Shawford	1626	UK
= 67	Andrew Lord	Rochdale	1626	UK
69	Iain Gray	Renfrewshire	1625	UK
70	Daniel Maher	Wolverhampton	1623	UK
71	Andrew Stewart	West Lothian	1615	*
72	Matthew Nee	Henfield	1608	UK
73	D. Ramone	Carlisle	1597	Import
74	Andrew Taylor	Nottingham	1596	UK
75	Leigh Woollard	Bermondsey, London	1592	UK
76	Mark Farry	East Ham, London	1591	Import
77	Owain Evans	Cardiff	1586	UK
78	Philip Callis	London	1572	UK
79	Shane Conte	Battersea, London	1570	Import
80	Paul Goff	Bristol	1554	UK
81	Anthony McLean	Blyth	1552	UK
82	Sean Fitzgerald	Berkshire	1549	*
83	Andrew Mills	Londonderry	1548	UK
84	Daniel Evans	Hove	1542	UK
= 85	Lee Schofield	Folkestone	1540	UK
= 85	Clifford Bonney	Oxford	1540	UK
87	James Newman	Essex	1538	UK
88	Owen Watson	Hartlepool	1536	UK
89	Iain Kennedy	Inverness	1532	*
90	Jay Ghumania	Welwyn Garden City	1519	Import
91	Mark Reilly	Glasgow	1507	*
92	Aaron Close	Sowerby Bridge	1505	UK
93	Matthew Cloves	Cheshire	1495	UK
= 94	Craig Silcocks	Trowbridge	1493	UK
= 94	Rory Stuart	Ipswich	1493	UK
96	Ryan McIlvenna	Antrim	1487	UK
= 97	Tommy Earl	Newcastle Upon Tyne	1486	Import
= 97	Steven Hunt	Cheshire	1486	UK
99	Lasse Suurmunne	Finland	1478	*
100	Richard Farmer	Mexborough	1477	UK



Your letters just keep coming. By the bucketload. Fortunately they're packed with all sorts of helpful tips. Three roles of sellotape and 30 sheets of black card later, we're all clustered round individual television screens playing multiplayer GoldenEye. Crazy fun.

Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275, e-mail: n64@futurenet.co.uk

From next month, the best letter we receive will win a Gamester LX4 Steering Wheel with Rumble Effect (from LMP 0800 0813061). All other letters printed win a prized N64 badge!

"Very simple"

My friends and I have come up with a brilliant way of playing *GoldenEye's* deathmatch mode as a link up game, where each player gets their own TV to play on. "How?" I hear you cry. Well it's really very simple.

All you need is one N64, one copy of the game, an aerial signal amplifier (with four output sockets), and two, three or four televisions with some normal aerial cables for each. The first step is to connect the aerial amplifier to the N64 using the RF adaptor that comes with the machine. Now hook-up the televisions to the amplifier and switch them on. You should have an identical *GoldenEye* screen on each.

Go to the four-player mode in the game and get the split-screen game up and running. Each player now sits in front of one TV and using some dark paper, scissors and some sellotape, masks any bit of the screen that shows the movements of other players. Once this is done, each player has his own isolated screen to play the game on.

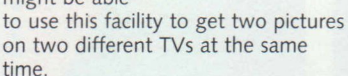
Apart from the screen being a bit small, this has to be the ultimate multiplayer *GoldenEye* set-up. No-one else can see where anyone else is and you can be far more sneaky with Sniper Rifles and ambushes. To make it even more scary, use the cheat to disable the radar.

John Davies, Toby Poyser, Alex Rowley and Glenn Davies, Wolstanton

Excellent! We've been playing GoldenEye *like this all week and arguing over who gets the portable and who gets our 29 inch Sony monster. We bought our aerial booster at Tandy, but most big electrical shops stock them. You should be able to pick one up for around £25.* **Ed**

"Fantastic fun"

While I really enjoy my N64 games I still, on the odd occasion, blow off the dust on my old Japanese Super Famicom (SNES). When I was setting it up the other day, I realised that the PAL convertor I used with it to get a picture on my PAL TV had two output sockets on it – one Scart and one normal RF. I realised that I might be able to use this facility to get two pictures on two different TVs at the same time.



I got my portable telly and put it back to back with my other TV. I plugged the SNES convertor into the N64 and turned it on, with a copy of *GoldenEye* in the slot. A bit of paper cutting and masking tape later and I'd set up a deathmatch heaven. I called everyone I knew and partied all night playing 'winner stays on'.

My girlfriend has to go to her mother's house to watch Friends now but – hey – this *is GoldenEye*, you know.

Anthony Cadwallader, Grimsby

There's nothing like making use of your old equipment and if you've got an old SNES adaptor hanging around, we can't think of a better use for it than this. **Ed**

"Celebrate"

I'm just writing in to celebrate my final conquering of the superb *GoldenEye*. I got it on Christmas day and it's taken me until now to beat all three skill levels and 20 missions. I know I'll probably be one of 50,000 who have written in to tell you this, but after seeing an article on a young man who'd just completed *Bomberman*, I thought "why not".

Pete Goulding, Preston

Why not, indeed. Finishing GoldenEye *is easily worth a moment or two of public celebration.* **Ed**

"Final score"

I like your mag, but one thing disturbs me greatly – the prize for the letters that you print. What a con! The chance of getting a letter printed in your Club 64 section is almost nil; in bookies' terms 1,000,000 to 1, and all people get for it is a rubbish badge.

Robert Bailley, Essex

Million-to-one? Look, it's easy. And, from now on, the best letter we receive will win a lovely Gamester LX4 Steering Wheel complete with Rumble Effect. **Ed**

"Chemistry set"

In *GoldenEye*'s Facility level, I have noticed a chemistry set in a rather strange position. Go down the back stairs from the toilets into the corridor with the two sets of double doors. Kill the guard to get the clearance card, and then carry on through the second set of double doors. Where the corridor does a little 'S' two sets of air vents cross over on the ceiling. If you look up here, you'll see one of the vents has a chemistry set on top of it. The question I'd like answered is WHY???

Kris O'Neil, Bournemouth

Normally when we ask Rare a question like this, the answer turns out to be something along the lines of "It's something left in the game from an early development stage". However, this time they really outdid themselves. "It's not there for any particular reason, it just amused one of the programmers to have it there." You can't argue with that. **Ed**

"Quite funny"

I'm enclosing a comic strip that I've drawn for you to put on the **N64** Magazine board. It's quite funny too, although you won't be able to understand it. Ha ha!

Jonas Henricson, Sweden

Nope, you're right, we can't understand a word of it. Just for all our Swedish readers though, we thought we'd print it. Hope it's not obscene. **Ed**



"Pritt Stick"

I was looking through issue 13 of **N64** Magazine when I saw something that made me laugh. On page 71, there's a picture of Wil Overton. His lips were so fake, it looked as if they'd been stuck on with Pritt Stick. Does he always look like this, or was it a one-off?
Adam Denton, Crewe

Wil's lips have recently become an independent state and are currently seeking relocation further up his face. None of us know why. **Ed**

"What? How?"

After seeing an advert for '*Yoshi's Story* (Japanese version) only £35' in the shop window of my local importers, I was told by the shop keeper that I would need an import machine to play it.

However, on close inspection of your import gaming section in issue 12, I saw a Japanese *Yoshi* running through a convertor cart. What kind of adaptor is this, how much is it and where can I get hold of one?
Darren Ward, Blyth

Ah! Yes. Erm, when we did the photo shoot for the import gaming thing, we just took the first Jap cart that came to hand, along with a Blaze adaptor and a copy of Bomberman.

Now the vagaries of photography mean that photos of TV screens don't work fantastically well (as anyone who's entered our I'm the Best leagues will know). As a result, Paul was photographed with the TV off. When he was back in the office, he very cleverly used his computer wizardry to super-impose a screenshot from Yoshi's Story onto the blank screen.

We'd like to apologise to anyone who – rather naturally – assumed that Yoshi worked with the Blaze adaptor. It doesn't. The sad reality is that most of Nintendo's big games are designed not to work with the latest wave of adaptors. The subject of import gaming and import carts is something we'll be paying more close attention to over the next couple of months. **Ed**

"Far better"

I agree with you. *Mario Kart* is far better than *DKR*. The tracks are better, the multiplayer mode is better, it's faster and the Time Trial is so addictive. The only thing better about *DKR* are its clear crisp graphics.
Christopher McCabe, Banbridge

Not far better. Just a tiny bit. **Ed**

"Bonnet"

The only thing I've got a bee in my bonnet about at the moment, is the fact that you *insist* that *Mario Kart 64* is better than *DKR*.
Alex Rousso, Norwich

Well, we'll have the definitive answer next issue when we publish the results of our official 1998 **N64** *Magazine Readers' Awards.* **Ed**



All the games that your subconscious wants you to see

Wario 64
My ideal game for the N64 would be Wario 64. It would have similar 3D graphics and worlds to *Mario 64* but you'd be Wario (obviously) and the whole thing would take place in Bowser's castle not Peach's. It would look like this (see picture).
Craig Silcocks, Trowbridge

Would you get to do bad things as Wario? We're looking forward to a game to bring out our unexploited dark sides. **Ed**

Revenge of the Mutant Camels 64
This would be just like the Landmaster levels of *Lylat Wars*, only you control a camel. And you don't just get a goat for a sidekick, you can get cows and sheep as well! Does anyone remember the old classic?
Colin Sales, Bishopton

Wil remembers it. "As if it were yesterday" apparently. Paul would remember it too, but anything pre-'88's 'Summer of Love' is "a bit hazy". **Ed**

Robot Wars 64
How about a computer game based upon the Robot Wars TV series? You'd be able to design your own robots and fight them against one another, and against the computer.
Lawrence Gilbey, Dorset

Excellent. And you could have Jonathan's best mate, Jezza Clarkson doing the commentary. There was a game on the Saturn where you had to design robots to compete in an arena o' death. What was it... Robopit *– thanks, Wil.* **Ed**

"Flash"

I recently spent a lot of time trying to get scores good enough to enter your excellent competitions. I carefully followed your instructions on taking photographs with no flash in the dark, but when I proudly walked into the developers to pick up my photos, I found that they had all come out with half the screen cut off. Why is this? Is there a way of getting full-screen photos which work?
Glenn Wall, Manchester

From your photos, it looks as if the shutter speed on your camera was too fast. TVs create their picture by scanning their screen grid 50 times a second. If you use a shutter speed of 1/50th of a second or faster, you



THE N64 BOARD

You send it in and we pin it up. For all the office to admire. Get scribbling and you too could be exhibited on the N64 board of fame.



Richard Corke from Guildford has sent us a bouncing blue Taj picture. Hope he's generous with those balloons when you're playing, Richard.

Marina from *Mischief Makers* looking very chirpy. Thanks to Gavin Emery from Winchester.

Another *GoldenEye* drawing but this time Mario's holding the gun. And, in true, Secret Service style, if we told you who drew it, we'd have to kill you!

Donkey Kong 007 with a Licence to Peel! Interesting game concept there. Unfortunately we don't know who it's come from.

Paul André (any relation to Peter?) from Highcliffe spent ages drawing this marvellous *Mario Kart 64* medley. It was worth it Paul.

This spoof *Snowboard Kids* ad was created by Florian Kay and it's great!

Blank space.
(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)



BONUS LETTERS

My ears turn green if I say the word 'Manky'.
Morgan Wax, Sidmouth

Best not to say it, then. **Ed**

How do you save the codes on *Diddy Kong Racing*?
Marc Eastham, Oldham

You can't I'm afraid. You have to re-enter them each time you turn the game on. Tsk. **Ed**

I think it's unfair that you can't enter the *GoldenEye* compo unless you have a video camera.
Ben Olney, Kingston

No, no, no. Use a video recorder to prove your Bunker time, not a video camera. Read the little box on page 65 of issue 13. **Ed**

Is it just me or is *GoldenEye* far too hard.
Robin Davidson, Sale

It's just you. **Ed**

I am clearly the only person who buys your magazine that's not deaf. It is clearly "So long mate Bowser".
Adam Coltman, Lightwater

Pardon? **Ed**

We want action, action, action and the chance to shoot villains in the head.
Sarah Yeates, Bream

Exactly. **Ed**

I am a true Nintendoid because I was born on the 23rd June when the N64 came out in Japan.
Tom Smith, Cranbrook

That seems quite a tough qualifying criteria to us. **Ed**

My interests are hanging around street corners.
Daniel Mercer, Trowbridge

The youth of today. Tcch. **Ed**

I think they're all freaks.
Martin Perry, York

We think they're freaks too. **Ed.**

Guys I need your help. Absolutely nobody on the Internet believes a score of above 2000 on *Lylat Wars* is possible. Could you have a word with them.
Jon Davies, Wallingford

We'll see what we can do. **Ed**

risk losing some of the picture.

If photographs are proving difficult, you could try entering your times on video. **Ed**

"Breathe"

Why did you rate *San Francisco Rush* so low? You gave it 82%, just outside 'Star Game' territory.

You didn't like the music (which you can turn off) and you said the cars were heavy to handle (unlike *Top Gear Rally* where you only need to breathe on the controls and your car spins out of control). The scenery is excellent and don't forget that the tracks are 'real roads' with all the bends in the right places. Add to this Stunt Tracks (hidden), jumps, speed (second to none) and a game of 'find the hidden keys' and I think you'll realise that you *do* have a Star Game after all.

I know you are all busy chaps but next time be a bit gentler with your reviews.
P Howard, Salford

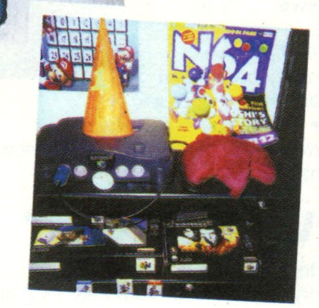
Well, 82% is a pretty good score – and San Fran Rush fully deserves it – but, well, it came down to the steering, really. It seemed to range from the criminally twitchy (flinging you off the road for no good reason) to the practically non-existent (hard left or hard right giving no discernable steering effect).

SFR is a strange old game, though. Our importer called it the worst driving game he'd ever played, whereas a few magazines in America hailed it as the third best game on the N64 after GoldenEye and Super Mario 64. I think 82% was nearer the mark. **Ed**

"Cake"

Here's a photo of my N64's first birthday cake.
Ben Downton, Bury St Edmunds

Thankyou. Very blue. **Ed**



"Pepper"

Did you know that General Pepper pays Starfox $64 for each ship they shoot down?
Jonathan Martin, Reedham

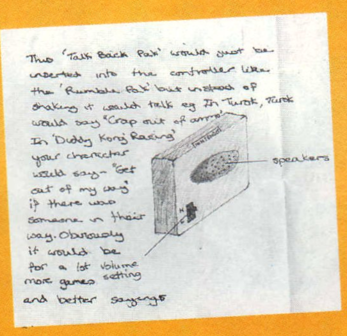
Nope. Well spotted. **Ed**

INVENTION CORNER

Plastic factories of the world, prepare for the latest round of N64 add-ons.

Talk Back Pak

The Talk Back Pack is the brainchild of **Thomas Bird**, who hails from Belfast. The TBP is similar in size to Nintendo's own Rumble Pak and is designed to get over the problem of speech in cartridge games. Once inserted into the joypad, the Pak recognises which game is being played and adds commentary, as and when it's appropriate. Thomas doesn't elaborate quite how the Pak stores its speech, or if you can upload a new set of words and phrases as new games come out, but it's certainly an interesting idea.



Dust Protector 64

Marc Eastham either lives in a war zone or his family are exceptionally clumsy. Whichever it is, his Dust Protector 64 seems less concerned with keeping dust off his prized N64, and more with attacks by such hard objects as hammers or more electrically threatening substances such as water. The DP64 comes in two halves and clips on either end of the N64. When not in use (i.e. when you're playing on your console) it folds back and acts as a stand. When you need your N64 to be heavily protected, though, it folds over the top to form a protective (and hammer-proof) shell. This bit would even be lockable, preventing someone coming along and wiping off all your *Mario Kart* times.

Travel Set

Following on from the *GoldenEye* multiplayer/multiscreen idea on the previous page, this invention is a little cleverer than the the simple amplifier/splitter device on sale in Tandy. **Will Smethwick** of York has imagined a splitter that actually recognises that the *GoldenEye/Duke Nukem* multiplayer screen is divided into two, three or four, and isolates the appropriate bit from the signal. It then sends this bit out to the appropriate telly so that all four players receive their quarter of the screen as a full screen signal. "Obviously," says Wil, "you'd lose a lot of the sharpness and resolution of the original, but it'd be great to play *GoldenEye* this way and you wouldn't all need big TVs or fiddly bits of blanking off paper." Sounds like a feasible invention to us. Perhaps some enterprising electrical engineer out there could start building them for the *GoldenEye* hardcore.

Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.

So tell me this...

Fact-redistribution for the people.

64DD question alert!
1. When's it out then?
2. And when for Europe?
3. Will there be game demo disks on the front of magazines?
James Mower, Woodbridge

1. June in Japan. If the fates stay kind.
2. Not this year. Maybe first half of 1999. It depends on how well it does in America, really.
3. Maybe, although it's not really a 'Nintendo' thing to do.

1. You mention the Cylinder Bomb-Thrower and Stun Gun in your issue 9 review of *GoldenEye* and say that they're in the game somewhere. Where?
2. I've noticed that when you've got all the cheats, there's one more space left on the cheats menu. Could there be one more cheat?
3. Look at the gun that Bond's using on the back of the game's cardboard packet. What is it?
4. What exactly is the AC-10 award?
Daniel Reid, Worthing

1. Nope, we can't find them in the game either. It looks as if the only place they exist is in the 'all weapons' cheat. Sorry.
2. It could be. Rare have confirmed to us that there are lots of developers cheats and extras in the game which they may or may not release in the future. The cheat to get 64 players in multiplayer (page 88) is an example of this sort of thing and that gap on the cheat menu might be a clue.
3. The curse of the early development shots strikes again.
4. The award for the person who picks up the most body armour.

1. *Zelda*. When?
Paul Moore, Derry

1. Nintendo are still saying late April, so – all being well – we should have a review of the Japanese version in the next issue.

1. I want to write to Nintendo. Can you tell me their address?
James Diaz, Hanwell

1. Certainly. In the UK, Nintendo's affairs are handled by a company called THE Limited. Their address is: Parham Drive, Boyatt Wood, Eastleigh, Hampshire SO50 4NU.

1. Are there any more Bond titles on their way?
2. Are Nintendo working on *Starfox 2*?
3. What's the best shoot-'em-up after *GoldenEye*?
4. When are N64 games going to come down in price?
Philip Walsh, Bedfordshire

1. Not for the N64, no. Rare are doing a game with the GoldenEye engine, though.
2. Well it would really be Starfox 3 – the first game appeared on the SNES – but Nintendo have no plans as yet.
3. In the first-person shoot-'em-up line of things? We reckon Duke Nukem 64 is a good bet for multiplayer and Turok for single player.
4. They're as low as they'll go for the year, we think.

1. Are Treasure (the developers behind *Mischief Makers*) making any more N64 games?
2. So far, I've found three hidden courses, one hidden racer and two hidden boards in *Snowboard Kids*. Is there more to discover?
3. If the 'Maker' series of games comes out in the West, will they be sold as separate games or as all one package?
4. What will *Holy Magic Century* be called in the West? Surely not *Quest 64*?
Valentijn Kraetke, by e-mail

1. Not as yet.
2. That's as far as we've got. We'd like to know what the 'Useless' board is for, though.
3. We should pray that the DD actually comes out in Europe before worrying about how the games will arrive.



4. It will be called Holy Magic Century. Wil said so.



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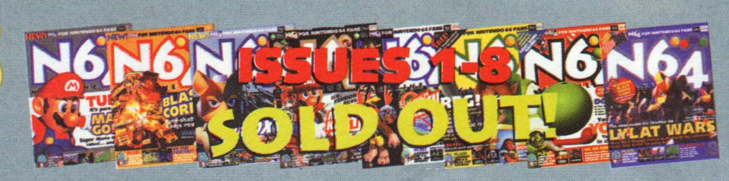
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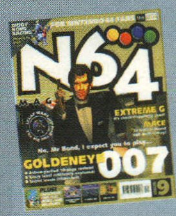
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ISSUE 9

The GoldenEye Edition

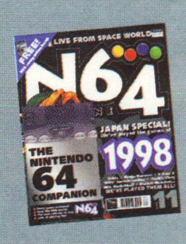
GoldenEye 007 gets a huge going-over and we also delve deep into *Extreme G*, a fast and frenzied futuristic racer. There're Future Looks at *Diddy Kong Racing, F-Zero 64, Chameleon Twist, NFL QuarterBack* and *Fighter's Destiny* plus a complete step-by-step guide to saving the galaxy in *Lylat Wars*. Don't miss out!



ISSUE 10

The DKR Edition

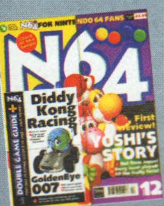
So you want to know how to play *DKR* – right to the end, find the secret characters and access the hidden worlds? **N64** Magazine has *all* the answers. *NFL and Madden* go head-to-head and we also review *Automobili, FIFA '98, Duke Nukem 64* and *Chameleon Twist*. Plus a complete guide to *GoldenEye* and a plethora of peripherals.



ISSUE 11

The Space World Edition

Roving reporter, James Ashton, jetted out to Japan for Nintendo's Space World '97 show and returned full to the brim with news of imminent games and shaking with excitement after playing *Yoshi's Story, Zelda* and *F-Zero X*. ● This issue also comes with a free Nintendo 64 Companion packed with all you need to know about the N64.



ISSUE 12

The Yoshi's Story Edition

Yoshi's Story finally arrived in Japan and **N64** Magazine was first with a review. 10 other games, including the massive *WCW vs NWO*, also got a thorough going over in this jam-packed issue.
● Issue 12 also came with the first of our Double Game Guide + tips' books – featuring *Diddy Kong Racing* and *GoldenEye 007*.



ISSUE 13

The First Birthday Edition

The N64 celebrated its first birthday and **N64** Magazine was there to pull the party poppers. Discover which game team members voted as their favourite, vote for your top game and take part in a competition to find the top N64 games players.
● Issue 13's Double Game Guide + concentrated on *Lylat Wars* and *Mario Kart 64*.



ISSUE 14

The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and plenty of tips on hammering level 5 in *ISS64*. ● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.

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N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

COMPLETE AND UTTER LIE 64

Shipped Overseas | *£15-19k* | N64 15 ● 64% ● TW

If you're rubbish and have less talent than a goat's crotch, there's only one course of action: lying. And CAUL 64 positively loves lies.

● *60,000, eh? Well, that's the figure you've got to work with in CAUL 64. Of course, what you'll quickly discover is that it's only possible IN YOUR DREAMS.*

- The game's name
- Its publisher
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- How much it costs
- The issue we reviewed it in
- Score
- The reviewer's initials (see next door)

N64 reviewers

JA =	James Ashton	JB =	Jes Bickham
JD =	Jonathan Davies	TT =	Tim Tucker
MH =	Marcus Hawkins	ME =	Max Everingham
TW =	Tim Weaver	DM =	Dean Mortlock
WO =	Wil Overton	JP =	James Price
ZN =	Zy Nicholson	SJ =	Steve Jarrat
JS =	Jon Smith		
JN =	Jonathan Nash		

UK Games DIRECTORY

Automobili Lamborghini



Titus | *£50* | N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

● *When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.*

Blast Corps



Nintendo/Rare | *£50* | N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

● *Full Blast Corps guide in N64/8.*

Bomberman 64

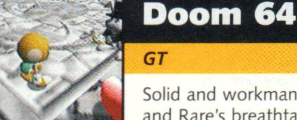


Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

● *Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)*

Chameleon Twist



Ocean | *£60* | N64 10 ● 70% ● JD

There's thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not really that hard.

● *When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.*

Clayfighter 63⅓





Interplay | *£50* | N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

● *When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.*

Cruis'n USA

Nintendo | *£35 too much* | N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

● *Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.*

Dark Rift



Vic Tokai | *£60* | N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

● *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

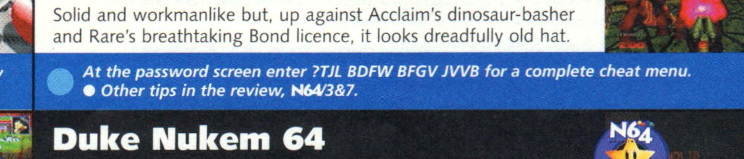
Diddy Kong Racing

Nintendo/Rare | *£50* | N64 10 ● 90% ● JA

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

● *For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!".* ● *Guides in N64/11, 13 & 14 and Double Game Guide + no 1.*

Doom 64



GT | *£60* | N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

● *At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.* ● *Other tips in the review, N64/3&7.*

Duke Nukem 64

GT | *£55* | N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

● *Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)*

Extreme G

Acclaim | *£60* | N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

*Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in **N64**/12.*

F1 Pole Position

Ubi Soft | *£60* | N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

FIFA 64

Electronic Arts | *£60* | N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup

Electronic Arts | *£60* | N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the '99 version.

*Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in **N64**/13 and Double Game Guide + no. 1*

Fighters Destiny

Ocean | *£55* | N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, *our Tekken*.

*Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in **N64**/14.*

GoldenEye 007

Nintendo/Rare | *£50* | N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

*● Check out I, Spy, the free MI6 giveaway in **N64**/9 and tips in **N64**/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.*

Hexen

Midway | *£60* | N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Int. Superstar Soccer 64

Konami | *£60* | N64 3 ● 92% ● TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

*For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in **N64**/4 & 14.*

Killer Instinct Gold

Nintendo/Rare | *£55* | N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

*To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.*

Lylat Wars

Nintendo | *£60* | N64 8 ● 91% ● JN

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

*Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in **N64**/8 and **N64**/9 and Double Game Guide + no. 2 (free with issue 13).*

Mace: The Dark Age

GT | *£60* | N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | *£55* | N64 10 ● 92% ● TT

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | *£50* | N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

*At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4 and Double Game Guide + no. 2 (with issue 13).*

Mischief Makers

Nintendo/Treasure | *£50* | N64 8 ● 90% ● JB

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

*Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.*

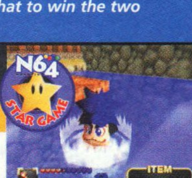
Mortal Kombat Trilogy

GT | *£60* | N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

*For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.*

Multi Racing Championship



Ocean/Imagineer | *£55* | N64 8 ● 71% ● JD

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

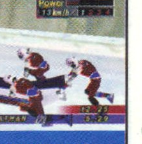
Mystical Ninja starring Goemon

Konami | *£60* | N64 14 ● 90% ● TW

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15.*

Nagano Winter Olympics



Konami | *£65* | N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping...

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.



NBA Hangtime

GT | *£65* | *N64 6 ● 52% ● JS*

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.*

NBA Pro '98

Konami | *£55* | *N64 14 ● 71% ● JP*

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim | *£50* | *N64 10 ● 86% ● TT*

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

NHL Breakaway

Acclaim | *£60* | *N64 14 ● 62% ● DM*

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

Pilotwings 64

Nintendo | *£50* | *N64 1 ● 89% ● TW*

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

San Francisco Rush

GT | *£60* | *N64 11 ● 82% ● TW*

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts | *£55* | *N64 1 ● 78% ● JA*

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

*To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in **N64**/2 and **N64**/3.*

Snowboard Kids

Nintendo/Atlus | *£40* | *N64 14 ● 86% ● JA*

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

*Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in **N64**/15.*

Super Mario 64

Nintendo | *£50* | *N64 1 ● 96% ● ZN*

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

*Loads of tips in our review in **N64**/1. ● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5. ● Double Game Guide + no. 4 (free with issue 15).*

Tetrisphere

Nintendo | *£40* | *N64 13 ● 69% ● SJ*

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss | *£55* | *N64 8 ● 86% ● JD*

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

*Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review **N64**/8.*

Turok: Dinosaur Hunter

Acclaim | *£60* | *N64 1 ● 91% ● TW*

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

*At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.*

War Gods

GT | *£50* | *N64 4 ● 46% ● JA*

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

Wave Race 64

Nintendo | *£55* | *N64 2 ● 90% ● ZN*

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wayne Gretzky's 3D Hockey

GT | *£65* | *N64 6 ● 75% ● TW*

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

*Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.*

WCW vs NWO: World Tour

T•HQ | *£55* | *N64 12 ● 70% ● TW*

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

DON'T FORGET!

N64 Magazine has its own little corner of the information superhighway at *www.futurenet.com/gamenetn64/* You'll find the lowdown on the latest issue of **N64** Magazine along with reviews, previews and even a chat page.





Import Games DIRECTORY

Game	Publisher / Issue / Score / Genre	UK release	Verdict
1080° SNOWBOARDING	*Nintendo* 14 ● 89% ● JA	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired
64 O-SUMO	*Bottom Up* 11 ● 90% ● ME	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine fun-filled fat-fest.
AEROFIGHTERS ASSAULT	*Video System* 11 ● 60% ● JD	UK release TBA	Good fun in the short term with a realistic engine but, in lengthy spells, it's actually quite tedious with little variety.
AERO GAUGE	*ASCII* 12 ● 10% ● JN	UK release TBA	A real stinker of a *Wipeout* clone with game-affecting pop-up, miles too good opponents and unfair controls. Loathe it.
ART OF FIGHTING TWIN	*Culture Brain* 12 ● 78% ● DM	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	*T&E Soft* 14 ● 47% ● JP	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
DENRYU IRAIRABOU	*Hudson* 12 ● 65% ● JN	UK release Ha! No	*Denryu* is a console-based version of the game at fêtes with the copper stick and wire. It's up to you.
DORAEMON	*Epoch* 2 ● 60% ● TW	UK release Unlikely	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
DUAL HEROES	*Hudson* 12 ● 28% ● DM	UK release Maybe	After much hype, Hudson reel out a horrendous beat-'em-up with little or no redeeming features. A travesty of justice, indeed.
FAMISTA 64	*Namco* 11 ● 68% ● TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
THE GLORY OF ST. ANDREWS	*Seta* 1 ● 58% ● TW	UK release Unlikely	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	*Video System* 7 ● 69% ● JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter. It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	*Imagineer* 8 ● 66% ● TW	UK release Unlikely	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	*Hudson* 10 ● 52% ● TW	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
J-LEAGUE PERFECT STRIKER	*Konami* 1 ● 89% ● TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
KING OF PRO BASEBALL	*Imagineer* 1 ● 68% ● TW	UK release Unlikely	The super-deformed players are entertaining for a while but the slow runners and super-skillful CPU will eventually get you down.
MAH JONG 64	*Koei* 3 ● 65% ● JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAH JONG MASTER	*Konami* 1 ● 69% ● WO	UK release Unlikely	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MK MYTHOLOGIES: SUB ZERO	*Midway* 11 ● 9% ● JD	UK release Please, no	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
PACHINKO WORLD 64	*Hewia* 13 ● 12% ● TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	*Hudson* 7 ● 42% ● JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	*Konami* 3 ● 54% ● TW	UK release Unlikely	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
PUYO PUYO SUN 64	*Compile* 10 ● 80% ● ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
ROBOTRON 64	*Midway* 12 ● 75% ● JN	UK release TBA	An entertaining update of the classic shooter but one that could quite easily make a home on the SNES. Good, but not great.
SIM CITY 2000	*Imagineer* 13 ● 83% ● JP	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
TAMAGOTCHI WORLD 64	*Bandai* 12 ● 79% ● JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	*Hudson* 12 ● 49% ● DM	UK release Unlikely	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
WHEEL OF FORTUNE	*Gametek* 11 ● 17% ● TW	UK release Spring '98	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS	*Seta* 11 ● 72% ● JD	UK release TBA	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2	*Enix* 1 ● 55% ● WO	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.
YOSHI'S STORY	*Nintendo* 12 ● 86% ● JA	UK release April '98	A little too short and lacking innovative ideas, this is still a fab 2D platformer with all those special NIntendo ingredients.

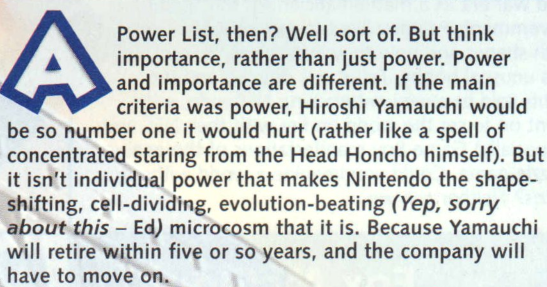
These are the luminaries and leading lights that brighten the Nintendo sky, built the Nintendo universe and continue to keep the dream machine lubed and running smoothly today. These are...

The 30 most important p

NINTENDO

people in the UNIVERSE

by Justin Keeling



A Power List, then? Well sort of. But think importance, rather than just power. Power and importance are different. If the main criteria was power, Hiroshi Yamauchi would be so number one it would hurt (rather like a spell of concentrated staring from the Head Honcho himself). But it isn't individual power that makes Nintendo the shape-shifting, cell-dividing, evolution-beating *(Yep, sorry about this – Ed)* microcosm that it is. Because Yamauchi will retire within five or so years, and the company will have to move on.

Shigeru Miyamoto, however, is quite a different story. He's going to be devising his superstar N64 games for ages and let's face it, he's now a brand in himself. Miyamoto's software has formed the backbone of the Nintendo 64 release schedule for years, and will do for many years to come. And historically? Well think about it. Without Mario, or Donkey Kong, or little Yoshi, or valiant Fox McCloud, or without Zelda... the Nintendo of today would be next to nothing. But, anyway.

And that's where the rest of the people on the list come in. Second party dream teamers, third party loyalists, and the legions of creative, entrepreneurial people that continue to support the company and drive the brand forward. The people who make utterly fabulous games which continue to prove the leading lights. And the little people who maybe just happened to be in the right place at the right time. Put your hands together...

GO! GO!

30 Mario Segali

Landlord

This man deserves an honourary mention in our walk of fame for, without him, Minoru Arakawa's fledgling Nintendo of America operation may not have found a home and our moustachioed plumber would have had a different, and most likely incredibly stupid – Super Gazunta or Super Madoushi, probably. The story goes that when *Donkey Kong* was being translated from Japanese in the NOA warehouse, Mr Segali stormed in and demanded the overdue rent. After dealing with the irate landlord, Arakawa etched the name "Mario" into the game's code, and the rest is pop culture history. Urban myths, don't you just love them?

29 Nintendo Power

Crafty Nintendo publicity machine

Nintendo Power began as a small advertisement designed to let hardcore Nintendo fans (everyone who returned their warranty cards) hear about new titles before everyone else. This was a crafty plan – allowing Nintendo to subtly steer market demand and whet appetites for whatever upcoming games they wished to hype.

Since then, the magazine has broadened its horizons but the effect is still the same. Today, any game or peripheral that's favourably featured in Nintendo Power – with its huge readership (over a million copies sold monthly) – is virtually guaranteed to make an impression in its opening sales.

28 Ganon

Link's scrumptious porcine enemy

This unsociable little pig may not look like much of an adversary, but there's more to this evil slice of bacon than meats the eye. (*Meats? Good lord* – Ed) After stellar performances in the previous *Legend of Zelda* titles, expectations run high for his next dastardly plan to take over Hyrule in this year's *Ocarina of Time*. And true to the time-related shenanigans which are central to the upcoming game, look for Ganon in a younger incarnation, as well as another part of the key to the mystery surrounding his evil self. Right.

27 Alexey Pajitnov

Mathematician, inventor of *Tetris*

With a name that would get a massive score in Scrabble, Mr Pajitnov's *Tetris* is one of the most important examples of videogaming and, arguably, has had as much to do with Nintendo's worldwide success as either Mario or Link. Hired back in the cold war era as a mathematician for the Soviet government, Pajitnov liked to experiment with shapes and how they interconnect. From this unusual hobby, *Tetris* was devised and the rights sold to a very enterprising Nintendo, who went on to set the world on fire with their NES and (especially) Game Boy manifestations of the genius puzzle game. Could you imagine a world without *Tetris*? Neither can we.

26 Bowser

Princess-stealing dinosaur

Every ying needs a yang and this is where Bowser (or 'King Koopa' depending on your trans-continental persuasion) comes into his own. Life in the Mushroom Kingdom would be pretty boring without the Horned One's constant girl-napping sneakiness, and Mario would surely not know what to do with himself if the old Bowster ever hung up his boots. Rubbish in *Mario Kart* he may be but Bowser has to go down as a pivotal member of Nintendo's videogaming team



25 Fox McCloud

Defending Corneria from attack

Hooray! Another quite superb Nintendo-exclusive videogame franchise! The first *Starfox*, in 1993, gave most ordinary people their very first sip of 3D gaming, and helped prolong the technical life of the SNES with the funky add-in Super FX chip. After a rather long stint in development hell, Fox and his trusty companions re-emerged triumphantly in the all-new, tri-linear, mip-mapped (etc.) glory that was *Starfox 64*. The game was even a smash in the typically N64-stubborn Japanese charts, shifting over 300,000 copies in its first week alone and re-establishing the underrated money-making potential of the series. And that won't be the last you see of Fox, we can assure you...

24 Iriko Shoichiro

President, Sega Enterprises

Sega? What? The videogame industry is 'reactive' in that the major competing companies like Nintendo and Sony and Sega, are structured so that they can react almost instantly to what the others do. If Sony suddenly does something dramatic then Nintendo can spin on their heels and do the same, or go one better.

Iriko Shoichiro is the fresh blood at Sega, and Nintendo will be watching closely to see what he can deliver for his next wave of attack.

23 Donkey Kong

Bad ape, now reformed

We first met Donkey Kong back in 1981, where he starred as a King Kong take-off, holding the voluptuous Pauline captive. He did time for that, but since then he's changed his ways, setting a good example for the rest of his brethren. His son, Donkey Kong Jr., proved to be a decent Kart racer and took on his father's name at the advent of *Donkey Kong Country*. Since then Donkey Kong's become a bit of a recluse but recent rumours from the druids at Rare would seem to indicate a mind-blowing comeback for the famous ape, perhaps at the E3 show this spring...

22 Ken Kutagari

President, Sony Computer Entertainment America

The same old 'competitor reactive' principle applies here, but even more so! Many believe the PlayStation is Nintendo's most formidable opponent ever. With over three times as many machines shipped as the Nintendo 64 worldwide, and far more developers supporting the format, Sony's machine poses the greatest and most immediate competitive force to which Nintendo must adapt itself. Sony say they are only 25% done with the potential of PlayStation and, whether you believe that or not, it's clear that Nintendo needs to keep one eye firmly on the market leader if it plans on beating them at their own game.

21 Yoshi

Tricky, extendable-tongued dinosaur

He's small, he's green, he's cooler than, erm, Charlie Sheen. Anyway. Since making his stunning debut in the classic *Super Mario World*, Yoshi has become the perfect sidekick for Mario (much to the detriment of brother Luigi, who these days we hear mops Daisy's castle floor to make ends meet). After the SNES's magnum opus that was *Yoshi's Island*, expectations have run high for his N64 debut *Yoshi's Story*, a much heralded return to Miyamoto's trademark 2D genius. Yoshi's cutie-pie appeal is one that is increasingly valuable to Nintendo, in that it enables the company to maintain a key grip on its traditionally loyal younger market. But as with all that is classically Nintendo, you don't just have to be in nappies to appreciate the little thing.



20 John Riccitiello

President, Electronic Arts

In the last year alone, EA has earned MORE MONEY THAN GOD (Note: If God was currently paying taxes) and remains the largest third party developer of interactive entertainment software worldwide. The franchises that EA founded and currently milks on an annual, profit-friendly manner (the EA Sports line-up) are amongst the most powerful videogame brands out there, which is ironic considering they encompass the most boring sports on Earth. Having the firm's continued support, though, will help Nintendo considerably in their quest for supremacy.

19 Masaya Nakamura

President, Namco

As one of "The Big Five" third party developers, Namco's market power was demonstrated aptly with its early support for the PlayStation, generating huge sales for the machine in the precarious first six months. Namco has officially declared its support for the N64 but, like many other key developers, is still waiting until the userbase increases enough to justify the risky investment that the platform involves. Now, with N64's installed in over 10 million homes worldwide, we can hopefully expect more classy Namco titles to be appearing on the horizon.

18 Link

To star in Nintendo's most important game of 1998

While the N64's library of titles is steadily growing, one game type that is sorely (and fatally) lacking is Role Playing Games. The extraordinary success of Square's *Final Fantasy 7* – the top selling videogame of 1997 – hammered home the urgent message: Nintendo need a new Zelda, and fast. For well over ten years now keen NES, SNES and Game Boy players have been taking part in the fantastical adventures of this androgynous elf, and his next escapade simply *has* to be something truly special for the machine to survive across Japan. Oh, and it will be. Mark our words carefully.



17 Kenzo Toshimoto

President, Capcom Japan

Capcom have helped to define the industry itself with its epoch-making hits: *Resident Evil*, *Street Fighter*, *Ghouls 'n' Ghosts*, *Mega Man*, and the old Disney licenses which Capcom hold the console rights to. Clearly, as one of the Big Five Japanese developers, Capcom's support for the N64 would greatly benefit us all. Luckily, everyone knows that Capcom have some N64 goodies in the works. Well everyone that is, except for Capcom, who have hardly even hinted as to what they're working on. We assume, then, that they are wisely waiting until E3 to make their official 64-bit splash. *Ghouls 'n' Ghosts 64*, anyone?

16 Matsunaga Hikaru

Japanese Minister of Finance

The videogame is an industry like any other, bouncing wildly around on the international rollercoaster that is global economy. Nintendo – like Sony and Sega – is a Japanese company with headquarters in Japan, which suddenly and unexpectedly catapults the eminent Hikaru-san into our top 30 rankings.

The state of the Japanese economy has widespread implications for the way in which Nintendo operates. And with the current period of economic uncertainty Japan finds itself in, the role of the government in regulating the economy has re-found its prior importance.

15 Shigeru Ota

President, Nintendo of Europe

Ota-san was one of the original stalwarts who started at Nintendo of Japan in Kyoto. Since joining, he has fast-tracked himself through Nintendo's increasingly risky new markets, emerging as the new bloke in charge of the company's European sector.

In 1980, he was one of the original team sent out with Minoru Arakawa to revitalise the flagging American console market. Acting as Arakawa's right hand man, Ota helped turn a market worth a bare $100 million, into a Nintendo-dominated $7 billion industry ten years later. Ota's success with the fledgling NOA should serve to reassure us, in terms of Nintendo's future commitment to Europe.

14 Gumpei Yokoi

The late genius inventor, Nintendo

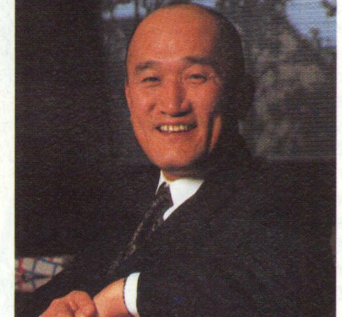
Gumpei Yokoi was a man fuelled by passion. A creative and technical visionary, he invented many of Nintendo's most famous pieces of hardware – Game & Watch, the Nintendo Love-machine (early arcade test-your-pulse-style machine) and the eternal Game Boy. He was also responsible for Nintendo's first ever move into the toy business, with the familiar sounding 'Ultra-hand' (those extending hand things you can still find at stores across the land). An inventor by trade, he was always looking for new and different ways to entertain people up until his untimely demise. Despite the misjudged Virtual Boy, Yokoi's legacy to Nintendo is difficult to overestimate.



13 Hiroshi Imanishi

Head of R&D One at NCL; General Affairs Manager, Nintendo

Imanishi, who? This seldom-heard-of gentleman is actually a long-standing key player at Nintendo, hired personally by Yamauchi and busting heads long before Mario was even a twinkle in Miyamoto's eye. It was Imanishi who founded the Games Division way, way back in 1969 and nowadays, he is credited as Yamauchi's corporate shadow and right-hand man.





12 Kuniaki Kinoshita

President, Konami Computer Entertainment, Osaka branch

Although Kagemasa Kozuki is the head of Konami's operations, the man with the most direct influence over their Nintendo games is the unfortunately named Kinoshita, President of the company's development HQ in Osaka. Konami are currently the only "Big Five" third party Japanese developer (Capcom, Square, Enix, Konami and Namco) that has demonstrated a clear, quality commitment to Nintendo 64 right from day one, and they look to be contributing to our console's success long into the future. And just wait until they get going. *Castlevania 64*? *Hybrid Heaven*? This summer's *ISS '98*? It's just *too* exciting to contemplate.

11 Takashi Tezuka

Star designer, Nintendo

Tezuka-san is considered by some, to be as talented a games designer as Miyamoto himself, although he remains a much lesser known creative figure hidden deep within Nintendo of Japan.

In many of Nintendo's great videogames, Tezuka is credited as the hands-on Director where Miyamoto has been the Producer in charge. Of course, the point where the two join is often arbitrary but amongst others, Tezuka either directed or produced: *Zelda III* (SNES), the masterful *Zelda IV: Link's Awakening* (GB), the two *Pilotwings* games, as well as *Yoshi's Island* and *Yoshi's Story*. He's currently occupied in collaborating with Miyamoto as co-director on *Zelda 64*, a responsibility which places him at the forefront of Nintendo's plans for world domination.

10/9 Tim & Chris Stamper

Joint CEOs at Rare

Rare is an enigma in the games industry. Founded originally as 'Ultimate: Play The Game' by the Stamper Brothers, the company has ridden a brave path of success and re-investment to become one of the most respected developers in a competitive, worldwide arena. The entire industry seems to quote Rare as the example to follow, and the consumers, well, they continue to vote with their wallets, day in and day out.

While Rare never like to blow their own trumpets, their development teams certainly have plenty to boast about. With the platinum-selling *GoldenEye* and *Diddy Kong Racing* under their belts, Nintendo (which owns a 20% equity stake in the developer) seems well assured of a fabulous string of quality titles to supplement its own internal gaming backbone. Now, if only they'd let slip what's in store for 1998...

8 Mario

Needs no introduction

Mario is more than the star of a series of videogames. He's synonymous with the image of Nintendo and its machines. Indeed, Mario *is* Nintendo. Bright, optimistic, always full of energy and courage, this is how this dungaree-wearing plumber has come to represent Nintendo, and in turn this has endeared him to millions who buy his games, watch his cartoons, buy his socks and wear his undies. Creating a character that infects popular culture like Mario has, is something every videogame company has aspired to, but few have achieved (Aero the Acrobat? Crash flamin' Bandicoot?). And it's a feat that absolutely none have rivalled. Perhaps it's his childlike charm that endears him to so many, or maybe it's just the fact that he happens to appear in the greatest series of videogames ever made. Regardless of why, there's no doubting that Mario has become one of the great pop culture icons of the late twentieth century, and his success is Nintendo's success, all the way.

7 The player

Buy, buy. BUY!

The player? What's this? Oh, that would be me! And you, and everyone else who bought all those millions of Nintendo cartridges over the past 20 years. And by default, our buying decisions have made the company what it is today. Without us, Shigeru Miyamoto would be a homeless bum and the world would be a sadder, less cute place to live in. Mario would be a dishevelled bunch of pixels, devoid of life, and Bowser would have taken over the Mushroom Kingdom a long time ago. The videogame industry would never have recovered from the crash of the early eighties, Yamauchi and the boys would have had to stay in the playing card business and the magazine you're reading would not exist. We'd better leave it at that, before half of England runs screaming mad at the profundity of it all.

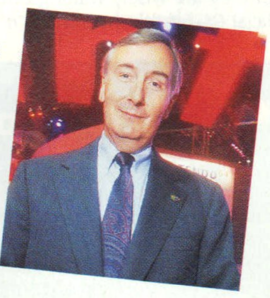
6 The analogue stick

Ooooh, silken 3D movement

When Howard Lincoln was quizzed all those years ago about Nintendo's secret new Ultra 64 hardware, he could only comment about the controller. It would be like nothing we'd ever seen before, he remarked, and it would change the way that we played console games forever. As per usual, his vanity was well placed. PC snobs had long been enjoying the extra depth and freedom games, that analogue control offered them; but it took N64 and *Super Mario 64* to bring it to the masses. Without this rather smart little thing, developers would not be exploiting the paradigm shift that is analogue control, and N64 videogames (not to mention the system) just wouldn't have been the same. Oh, and Sony... you just haven't *got* it.

5 Howard Lincoln

CEO, Nintendo of America



Grandfather Lincoln, eh? But don't let looks deceive you. Howard Lincoln has more balls than a Pachinko machine. Without his keen business savvy, sharp analytical method and extensive legal experience, there would've been small chance of Nintendo battling so successfully through the multitude of judicial onslaughts the organisation has faced over the years. In some ways, he is the firm's most valued player, representing the company in the business and legal world with confidence and style. He remains the Western face of Nintendo and, along with Main and Arakawa, is a key member of the power-trio which dominates the upper strata of Nintendo's American operations.



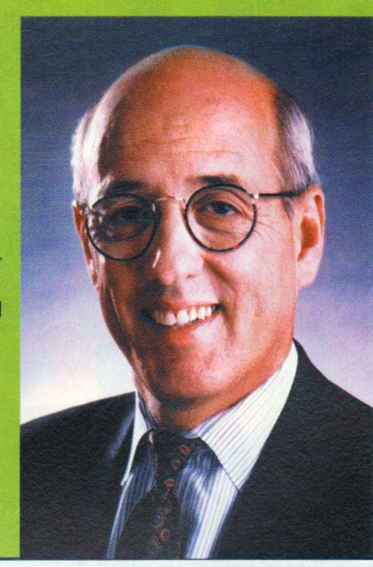
4 Minoru Arakawa

President, Nintendo of America

Without Arakawa's dedication, commitment and perseverance, the Nintendo brand itself would probably have not even arrived in America until the late 1980s. Since marrying into the Yamauchi family over 20 years ago, Minoru Arakawa has been destined (some say pushed) into taking the company into the Wild West. Making a mark in the saturated arcade market and, more importantly, the dead-in-the-water console market, was an uphill battle and one that Arakawa fought and won with his deft juggling of price, product, image and quality in an unfamiliar territory. He also has a tendency to fall asleep at strange times. One afternoon on a walk with CEO Howard Lincoln, he suddenly crouched down for a nap under a tree, only the tree happened to be located right on a fairway where the US Open Golf Championships were currently being held. Luckily for us, Howard Lincoln pulled the sleepy executive to safety, where he continued with his little nap. True story, that.

3 Peter Main

Executive Vice President, Sales and Marketing; Nintendo of America



In terms of pure hierarchy Arakawa is still Nintendo's top dog. But to whom can we primarily accredit Nintendo's phenomenal success in the American Market? None other than Peter Main.

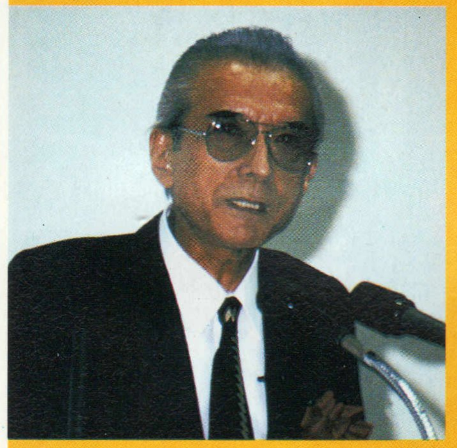
The American N64 market is almost entirely marketing and image driven and Peter Main has been the man responsible for setting the price, keeping track of who Nintendo's consumers are, and devising fabulous advertising strategies to target those customers. It's all about image, timing, and pre-empting what the other side does. A five billion-dollar chess game, if you like.

NOA's marketing and sales strategy has been the key to the company's landmark household penetration across America. As far back as *Super Mario 3*, Peter Main invented the concept of the 'event videogame', a formula for hype which successfully mirrored developments in Hollywood studio marketing at the time. The introduction of the NES, *Super Mario Brothers*, *The Legend of Zelda* (on gold cart), the Nintendo 64. Getting the soon-to-be-released N64 voted 'Product of the Year' by Time magazine. The brilliantly orchestrated first Christmas where ordinary N64 units were being sold on the black market across America for triple the price. And today? $20 million promotional budgets for N64 games. The list goes on. Peter Main, the name of the man who helped change the way the entire shebang works today.

2 Hiroshi Yamauchi

President, Nintendo Company Ltd; Executive Producer of Nintendo software

Well, what can we say. The man who took over Nintendo aged 21, immediately fired half the management (some of whom were family) and continued to turn Nintendo into arguably the greatest corporate success story of 20th century Japan. Nintendo has been voted Japan's 'model' company by every major financial publication in Asia, and even today, in the face of devastating local competition, the company brand holds enough power to inspire widespread confidence in developers and global stockholders. Much of this can be attributed to Yamauchi's supreme dominance, and his unique industry-wide vision which continues to steer Nintendo through the murkier waters it finds itself in today.



Some of you may have noticed Yamauchi's name at the end of every Nintendo developed game ('Executive Producer'). But Yamauchi doesn't play videogames, let alone dabble in their development. In terms of motivation however, he does something equally important. Yamauchi is scary. He's a demon in a suit. And he walks around calling the slower employees "lamer". No one at Nintendo has ever disappointed Yamauchi, and kept his job. But create something amazing and you're in the good books of one of the leaders of the Information Age.

But just as importantly, Yamauchi motivates his staff by instilling a huge sense of self-responsibility for work produced. One artist recalls how, late one night, he was working on a project alone. Toying and re-arranging designs, he had been worried because the design team couldn't seem to get the look 'right'. Directors were talking of pulling the title. Lightning flashes past the window and a tingle runs down the artist's spine as he turns around to see Yamauchi standing there, watching him quietly. The President walks up close and says simply: "Your game is important to Nintendo". Now who could hear that, and not want to work flat out, eh?

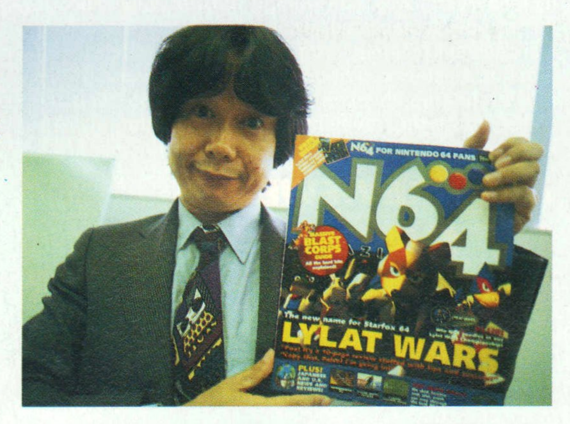
1 Shigeru Miyamoto

Head of game design, Nintendo

Miyamoto's contribution to the overall success story that is Nintendo, is more or less incalculable. The consistency of his success rate – both critically and commercially – puts just about every other creative artist of recent history to shame. Is he the Spielberg of videogames? Not really, because even Spielberg made the odd artistic flop.

Ultimately, it's *his* special talent to design universally delightful videogames, which has made Nintendo famous. One could hark to the meek anti-Miyamoto contingent, who insist that he's simply a figurehead for even greater designers working deep within the company. And to an extent, they'd certainly have a point (see Takashi Tezuka, position 11). But obviously, you don't get to make videogames at Nintendo unless you're the best in the world.

Nintendo now finds itself facing two global challenges for 1998: re-setting the standard against the competition in America, and revitalizing Japan. There is literally only one game on the release schedules that currently packs enough international punch to achieve this, and it is *Zelda*. Not so coincidentally, Miyamoto has temporarily held off on some of his other supervisory responsibilities and has, instead, increased his direct creative input on *Zelda*, making absolutely sure that the game shakes up the videogame community to an even greater extent than *Super Mario 64* did.



Zelda 64 is an absolutely crucial title for Japan – the Japanese market houses most of the world's top software houses and the country's public are starting to lose faith in the Nintendo 64. So the pressure is on to change public perception and if there's one thing that Miyamoto's track record has proven, it's that he tends to exceed expectations rather than just meet them. Nintendo now needs something very, very special to win. Expect just that, and more – coming our way later this year.



Coming soon in...



ISSUE 16

Le Football!

The two greatest football games in the world go head-to-head in the N64 final...





ISS '98

Its predecessor was, quite simply, breathtaking. And there's now some added extras: new animations, new management features, a superb day/night system, differing weather conditions and the silken voice of the BBC's round-up übermeister, Tony Gubba. *ISS '98* is the critics' tip for the trophy but can it capture the imagination of the public?

World Cup '98

Whereas the *FIFA* games once struggled in the world rankings, a change of management and faces has seen it arrive back amongst the best. The *World Cup* edition is the only officially licensed game boasting every team and every player, plus the bigger, better, more talented partnership of Lynam and Motson. But is it *really* good enough to compete with *ISS '98*?

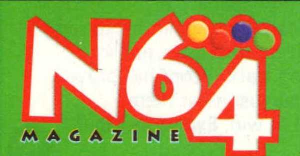
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GT 64
Wayne Gretzky '98

And – possibly, *just possibly* – two, MASSIVE Nintendo games. Well, it *was* supposed to be April and we're still hopeful.

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15
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- *Finish* **Mario** *in record-breaking time*
- *Full guide to finding all 120 stars*

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Double Game Guide +

Super Mario 64 speed guide

and

How to get the full 120 stars

Written by **Jes Bickham**

N64 MAGAZINE'S DOUBLE GAME GUIDE +: SUPER MARIO 64: SPEED GUIDE AND HOW TO GET THE FULL 120 STARS

Written by Jes Bickham

Book design and production by Sanchia Lee-Welch

Cover design by Wil Overton

Editor James Ashton

Printed by Mackays of Chatham

Contents

Welcome!

As the fourth of **N64** Magazine's Double Game Guide +s rolls around, it's time to take a close look at the game that started it all, way back in March 1997. By now, every N64 owner should have sampled the delights of *Super Mario 64*, the game hailed, almost universally, as the greatest video game the world has ever seen. In recognition of this, we've decided to reprint the best of the guides we first published back in issues 2, 3 and 4. Just in case you missed them, like.

For gamers new to *SM64*, we've included all you need to know to get your full 120 stars, and meet Yoshi on the roof of Peach's castle. For veterans, there's also the 70 star speed challenge – can you collect enough stars for the game's first finish in less than six-and-a-half hours? You'll have to be good.

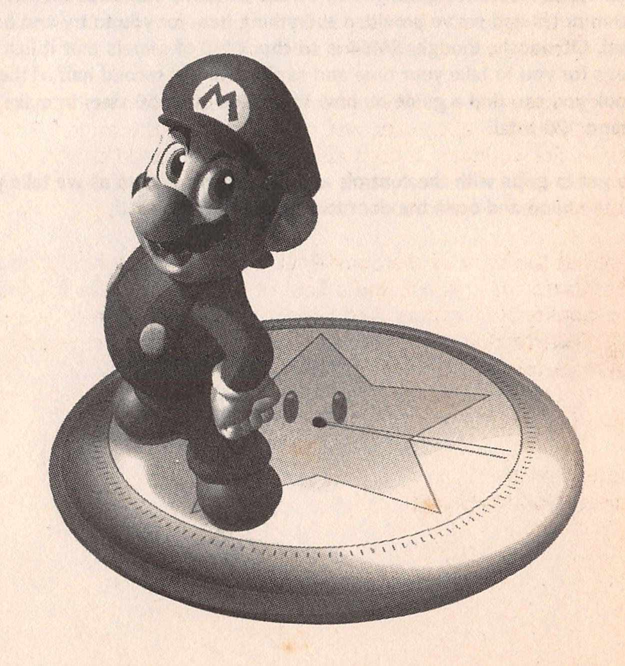
Right at the back of the book – for the moments when you're not *Mario*-ing – you'll find a host of other useful tips for some top-quality N64 games. *San Francisco Rush*, *GoldenEye* and *NFL QuarterBack Club* and just a few of the carts covered – we're certain you'll find something useful.

Have fun, then.

James Ashton
Editor, **N64** Magazine



Super Mario 64
Speed guide



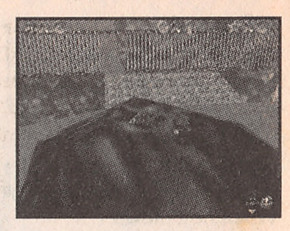
You must all know of the legend by now. Of how the N64 proved its worth with its debut game. A game that shook the world with its arrival. A game that is a quantum leap into new virtual frontiers, a breathtaking showcase of the N64's powers and brilliant fun to boot.

It can only be *Super Mario 64,* can't it?

So here is our Speed Guide. You can theoretically 'finish' the game (rescuing the Princess) by collecting 70 stars, although the game is really only technically completed when you've garnered the whole 120. The world record for getting the 70 stars currently stands at six hours, 30 minutes and we've provided everything here for you to try and beat that. Obviously, though, *SM64* is so chock full of secrets that it just begs for you to take your time and explore: in the second half of the book you can find a guide on how to get the other 50 stars to make the grand 120 total.

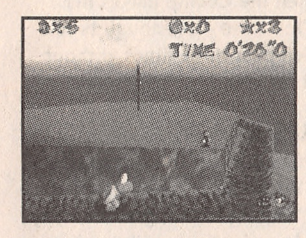
So get to grips with the controls and the camera system as we take you by the hand and open the door to a whole new world...

COURSE 1: BOB-OMB'S BATTLEFIELD



STAR 1

Here we go, then. If you follow the directions for Star 2 you can somersault straight into conversation with King 'Bob'. He takes three throws before surrendering the first star; it's pretty easy because he's rather slow. Let him walk towards you and he breaks into a slow turn: it's a cinch to get behind him and grab him.



STAR 2

Long-jump-run into the centre of the first flower bed and you warp. Head through the iron gates and up the cannonball run until you find warp 2 (it's a niche in the side of the wall). Rush out and reverse-somersault for a shortcut to the plateau: you can beat Koopa with ease.

STAR 3

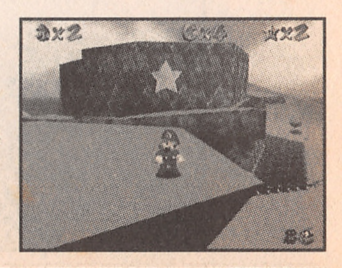
Head up the ramp and over the fence toward the first greystone cannon emplacement. Aim yourself so that you shoot towards the treetop which you can grab (it may take some practice to get the correct trajectory). Nut the ! box on the floating island for another star in seconds.

STAR 4

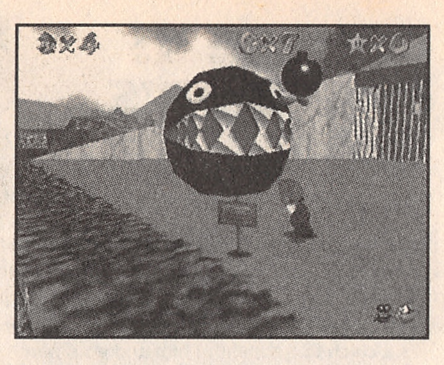
Collecting all eight red coins prompts a star to appear. Easy, eh?

STAR 5

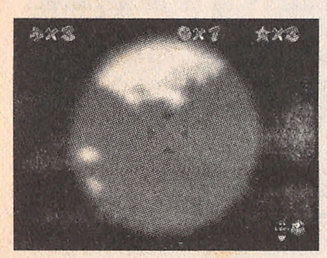
With the floating island's cannon you can shoot yourself through the coin rings suspended in the sky. Each ring has a special coin at its centre and the star appears below when you have all five. Return to this course when you have the Wing Cap, put it on and aim to take out the whole lot in one go.



STAR 6

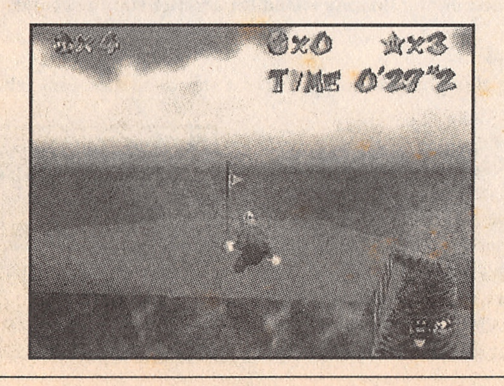


The star is imprisoned behind iron bars, guarded by a Chomp on a chain. Grab the nearby bomb and pop it in the Chomp's mouth before it explodes. When he's blown skywards, run in and stand right next to the wooden post. Wait there while he returns to earth and alights on the post. Get a side-on view and if you stay still, when the Chomp makes his next lunge, he's too high and misses you. You have just enough time to climb on, jump and butt-slam the wooden post three times without suffering a single hit. Chomp does the rest for you.

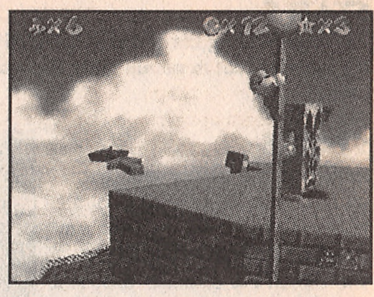


BONUS STAR!

Collect 100 coins for this – it's faster with the Wing Cap. Launch yourself from the floating island, grab as many as possible and repeat until you know that you can make up the remainder on the ground (because gathering the 100th coin in mid-air means the star is nigh-on uncollectable).

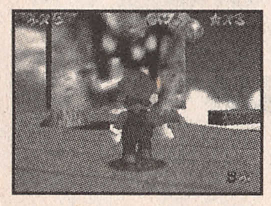


COURSE 2: WHOMP'S FORTRESS



STAR 1

Race up the first slope towards the blue thwomps and slide down the brown bricks to the far corner: stand here to be teleported to the huge flagpole, thus bypassing the revolving bridge. Climb the flagpole until you can jump backwards to the Boss arena. The quickest technique is to run in front of Giant Whomp and push between his legs, doing a reverse-somersault as he tumbles and butt-slamming from this to finish.



STAR 2

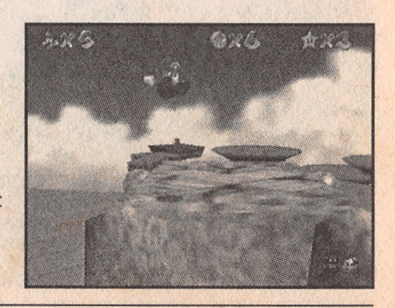
Follow the directions for Star 1 and you discover that a tall spire has replaced the boss. If you make the first platform you can scale the tower's retracting platforms without pause, back-flipping to render the last lift redundant.

STAR 3

Run towards the blue switch, turn away from the wall, reverse-somersault and wall-kick up onto the lower brick ledge for the quickest route.

STAR 4

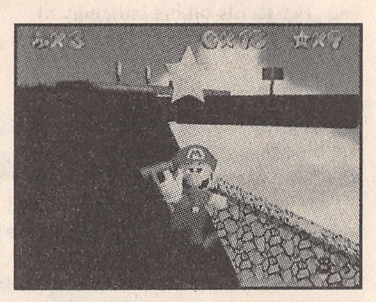
When you've got the first three stars, climbing to the top of the tree disturbs an owl who can carry you skywards if you catch his talons. Using him, you can reach the rotating islands where the only red coin you're likely to miss is directly above the highest Thwomp block. Take the first ramp and jump onto its head to be carried upwards.



STAR 5

The cage holding the star is suspended above the rotating islands. Use the owl shortcut to get up there and use your shadow to decide when to drop.

STAR 6



Jump into the cannon and look up to the revolving bridge. Turn to the farthest brick wall and aim slightly high. When launched, you lop off the corner to expose a fiendishly hidden star – another shot claims it.

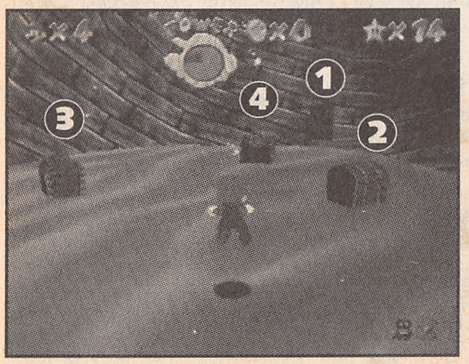
BONUS STAR!

Diving at the Piranha Plants (run and hit B) is a quicker way to despatch them than creeping up, and gets you those coins in an appropriately speedy fashion.

COURSE 3: JOLLY ROGER BAY

STAR 1

The trick to getting the eel out of its hideyhole is to swim right up to the ship's hatch and then make for the surface. On your return, he's gone. Once inside, open the chests in the order shown. As soon as you've opened the last chest, forget the air bubble and swim very fast toward the ! box. You can make it all the way to the highest platform before the water disappears altogether, thus avoiding the slippery steps.



STAR 2



Swim to the eels refuge and hassle him, again from the side. He lashes out briefly and then leaves his reed bed. The star is on his tail and you can grab it quickly if you wait at the side and lunge when it first emerges from the reeds.

STAR 3

Swim to the far side of the cove and look for a submerged tunnel leading to a smugglers' cave. At the far end is another booby-trapped chest puzzle.



STAR 4

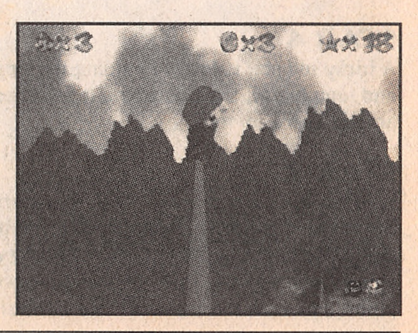
Aim the cannon to the rocky pinnacle near the pink bomb; get the green cap and dive towards the deeper water of the bay. Raid the clams on the way back to shore, then aim the cannon between the pinnacles to shoot straight to the ship's deck.

STAR 5

Jump into the cannon and aim to grab one of the distant rocky pinnacles (the central one contains a 1-up). From here you can back-jump or handspring to a ledge with a yellow ! box. The star is inside.

STAR 6

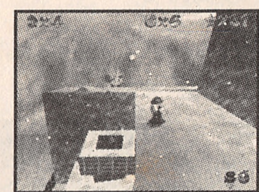
Raising the galleon exposes a bubble vent on the ocean bed. To overcome the upward force of the rising air you need to become Terminator Mario. Of the three in this level, you should use the green cap box near the purple ! switch and long-jump into the sea. Guide your fall, stroll into the bubbles and jump for the star.



BONUS STAR!

There are only 104 coins in the entire level. You can't afford to miss a single Goomba.

COURSE 4: COOL COOL MOUNTAIN

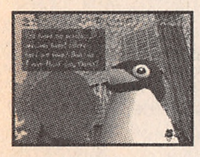


STAR 1

Jump into the chimney and, on the ice slide, lean into the first right-hand wall for a secret shortcut. The star doesn't appear until you leave the log cabin.

STAR 2

You can jump into soft snow from incredible heights without hurting yourself, and that's the key to ferrying the baby penguin to its mother. Drop to the wooden platform, start sliding down around the mountain, but fall off the first corner and plummet.



STAR 3

Another slide race below the chimney, but this time you're jostling for space with a giant penguin. He won't give you a star if you use the shortcut. The swine.

STAR 4

A tricky red star is found by riding the slope down around the mountain and jumping off the side where it becomes a fenced bridge. Check around every corner.

STAR 5

Want to build a snowman? With four stars, a suitable 'body' appears on the wooden plinth near your starting point. Engage in conversation, then slide to the bottom of the mountain with the snowball in tow. It always steers slowly towards Mario, so position him behind the head's plinth and draw the snowball into a collision course.



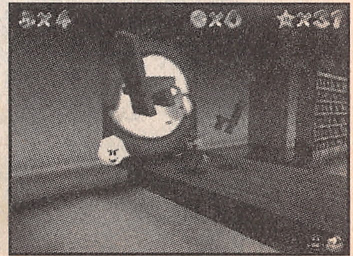
STAR 6
Use the cannon to reach the distant tree and follow the narrow precipice to a heart restorer. A single wall-kick at the end places you at the base of a ramp. From the top of it, run away from the back wall, reverse-somersault and wall-kick to reach the glassy walkway and the star.

BONUS STAR!
There's a warp on the broken bridge behind the starting point: it's located on the dodgy slats right at the very end. Use it to slide down the mountain, both inside and out, before looking for blue switches, red coins and things to kill.

COURSE 5: THE GHOST HOUSE

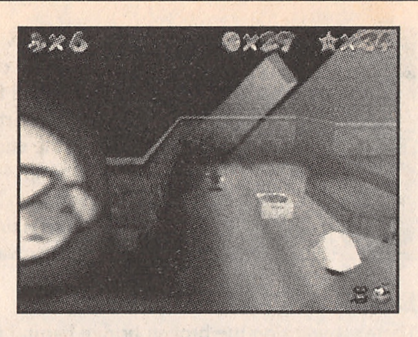
STAR 1
The Boos halt when you face them: the best way to beat them is to face away, somersault or back-flip and hit Z in mid air to butt-slam them. Destroy five little Boos in this manner then return to the entrance hall for a Big Boo battle.

STAR 2
Repeat the process in the spooky carousel below the small outhouse. Another Big Boo tries to see you off. Sort him out.



STAR 3
With the stairs raised, find the library on the upper floor and Z+A leap through the books. At the very end you must simply headbutt the three protruding editions in the order middle, right, left to reveal a secret door.

STAR 4



One of the red coins requires caution: if you slip through the adjacent trapdoor, you waste precious minutes travelling back from the carousel to the house.

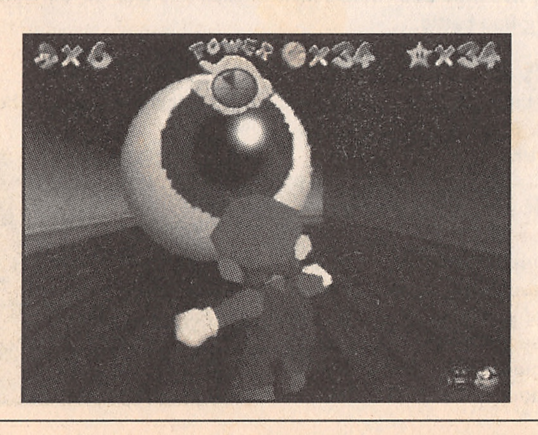


STAR 5

To get to the attic, do a wall-kick opposite the bookcase. If you can grab onto the wooden platform above, you can find a door. Do this and look for a door between the skylights. When you step outside you have to battle with the last Big Boo, but the real problem is acquiring the star on top of the roof. Long-jump to the sloping roof on either wing and scramble up to a ledge where you can stop. Switch to Mario-Cam and clamber up to a flat straight running the width of the house, from which you can slide down to get the star.

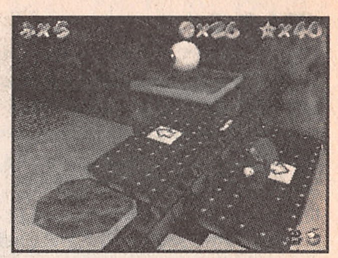
STAR 6

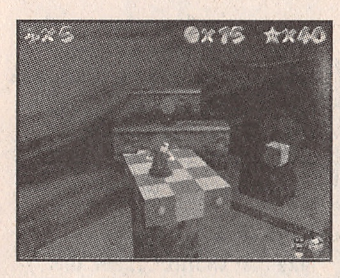
The attic also holds a secret back room. You need to grab the blue cap on the upper floor before using the wall-kick shortcut. Then run through the partition and defeat the eyeball boss by running rings around him when his pupil locks onto you.



BONUS STAR!

All those ghost-busting opportunities pay off with regular blue coinage, so this isn't too hard.





COURSE 6: HAZY MAZE CAVE

STAR 1

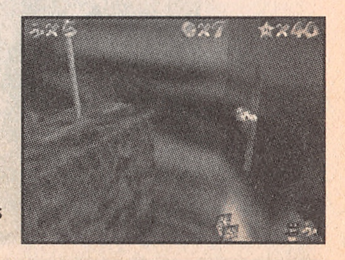
Take the left-hand fork, past the boulders, through the door, down the lift and then the pole, and first left. Swim to Nessie's tail and run up her back. Stand on her head and face the way you wish to guide her, jumping to the central island when you're near enough.

STAR 2

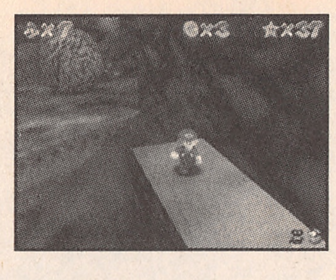
The eight red coins are all found in one room. When you take the pole down, jump backwards off it to reach the other and step onto the chequered platform. Punch the cork blocks *en route,* but don't jump off for too long or it vanishes.

STAR 3

Delve to Nessie's cavern as before, this time grabbing the green cap on the shore. The brown path leading down continues underwater, so follow it to a submerged purple ! switch that only Terminator Mario can step on. The red gates nearby swing open. On the other side of the door, continuous Z+A running propels you neatly across both chasms.



STAR 4

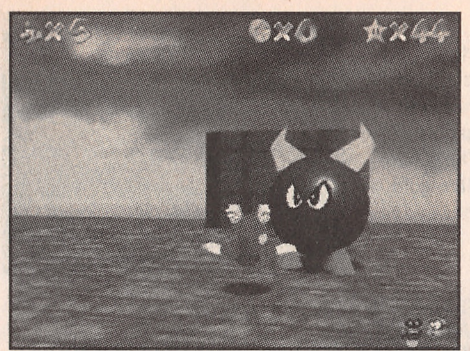


There's a shortcut for this. From the start of the course, take the left fork and long-jump to the door. Once through, run around the enormous sinkhole to where you'd normally leap across to the boulder shoot. Instead, run back along the ledge and reverse-somersault at the wall, using a wall-kick to get even higher. You slip straight through the red gauze to an area normally reached via Hazy Maze. Do all this and then double-jump, keeping the button held to grab onto the ceiling. You can now hand-swing out over the sinkhole, reaching the high ledge with its waiting star.

STAR 5

Take that shortcut again, this time heading through the high door to work your way back to Hazy Maze. After the lift corridor, you step into a chamber in the maze wall, safely above the deadly layer of gas. Look left to see a similar recess further on. All you have to do is drop down and run to it, reverse-flipping to grab the stained lip, and climb in. The passage beyond leads to a star.



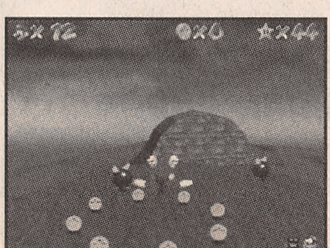


STAR 6
As soon as you've dodged past the point where the boulders come crashing down, switch to Head-Cam and look up. See those lamps above the door at the end? Just use wall-kicks back and forth to climb up to this ledge, where the last star awaits.

BONUS STAR!
You have to venture into Hazy Maze, unfortunately, for your 100 coins. The blue switch conjures seven and is guarded by plenty of boppable bad guys, but you can remain invincible with regular trips to the cap blocks. The entrance maps are authentic, so take note.

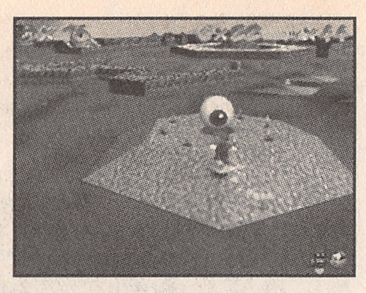
COURSE 7: THE SEA OF LAVA

STAR 1
Before attempting this course, make sure you've got the Wing Cap. Fly to the boss and land on his platform. Our technique is to stand at the edge and jump when the bomb charges, extending this jump slightly with a B-tap air-kick. If you can land on the other side of the bomb, you slide down its curved surface and push it away without getting knocked around yourself.



STAR 2
This is done exactly as Star 1, except that the Big Bomb doesn't appear until you've defeated the three horned bombs at the opposite end of the course.

STAR 3



All red coins are easily found on the sliding Bowser puzzle. Just watch for a shaking lava tile to know where the lava 'gap' is going to appear next. The puzzle also rewards you with five gold coins for standing on the completed picture.

STAR 4

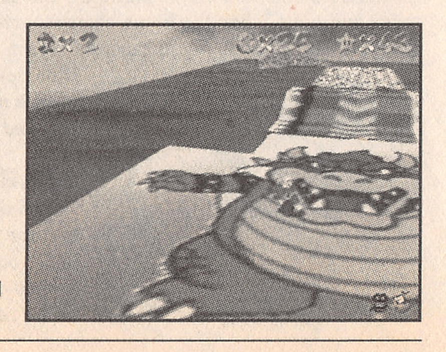
Easy. Make two cap flights, with a stop-over near the horned bombs, and fly straight to the star (it's beyond the rolling log).

STAR 5

There's a shortcut here: while the central volcano is inactive, use a Wing Cap, Koopa Shell or long-jump to drop down inside. There are two routes inside: the easier one takes you spiralling up the outer ledges to a narrow bridge. Jump from pole to pole, but ignore the last one – you can handspring to the star from the top of the third one, winning a 1-up into the bargain.

STAR 6

The harder volcano route starts with a chequered lift ride. Swap lifts briefly before jumping to the pole. Climb *almost* to the top and switch to a long Mario-Cam view. As soon as one flame jet has passed, handstand on top and aim to jump directly for the higher pole you can see. A little mid-air fiddling should secure a grip.



BONUS STAR!

After four stars, a yellow ! box with a Koopa Shell appears near your starting point. With it, you can ride safely over the lava. If you're quick, you won't need to venture inside the volcano (though it can be good for a speedy handful).

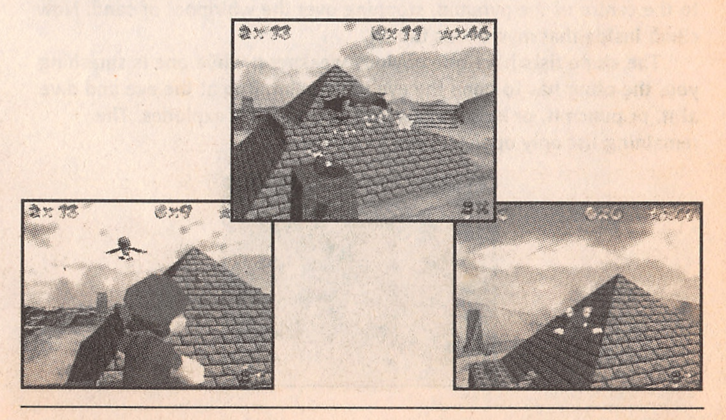
COURSE 8: THE TREACHEROUS SANDS

STAR 1

Look into the distance and you can see a circling vulture with a familiar shiny object in its talons. Although it's always on the move, it likes to frequent the far-red brick pillars on the other side of the pyramid. Grab a transport to the top and simply jump at it when it approaches (you can, weirdly, walk straight up the sides of the four pillars).

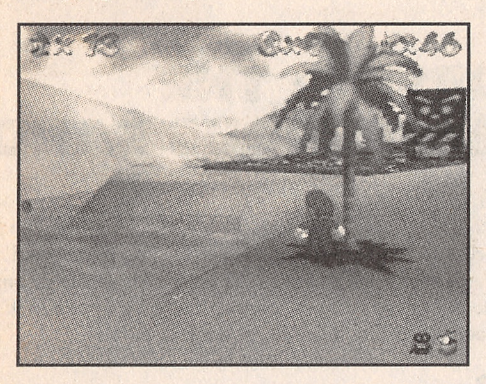
STAR 2

Using a Wing Cap and a steady thumb, simply get onto the roof of the pavilion. This is done with either a reverse-somersault or a triple-flip. Once there, launch yourself from the edge, aiming for the entrance to the pyramid. The star is in a recess just above the entrance, which can be reached in a single flight by pulling back slightly to maintain a steady cruising height.



STAR 3

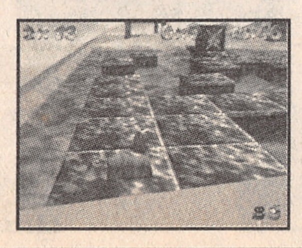
Once inside the pyramid, head right and work your way to the top. Do this by going right once you're inside and using a triple-flip or reverse-somersault to get straight to the pole leading to the third storey. The star is on the very highest ledge.

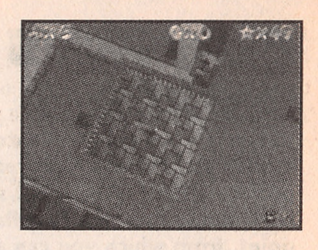


STAR 4

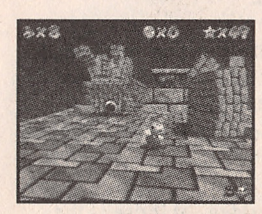
Fly with the Wing Cap to the nearest red pillar and stop on it with a butt-slam (hold Top C to follow your shadow). Jump three times and take off for the next one, doing the same until you've stood still on the tops of all four brick pillars. The top of the pyramid then explodes revealing another entrance. Drop inside and you can ride a cage down to the centre of the pyramid, stopping over the whirlpool of sand. Now climb inside that mysterious tunnel.

The stone fists have one obvious weakness: while one is smashing you, the other has to open the eye in its palm. Run at the eye and dive at it, or punch it, or kick it again and again until it explodes. The remaining fist only opens its eye to charge.





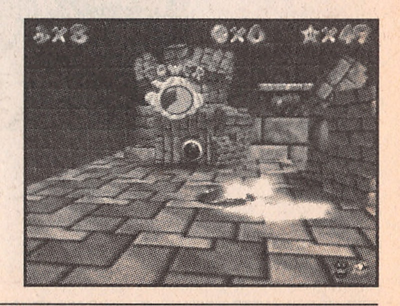
STAR 5
Stand in the shade of the oasis tree and you can find a Wing Cap and cannon emplacement. Use these to grab the four red coins in the air. The trickiest of the reds is directly behind your starting position, at the very corner of the course.



STAR 6
Inside the pyramid, make your way to the top once more. Just under the ledge holding Star 3, is a gap on your right where you can look over at the falling stream of sand. There are three ledges below that hold special gold coins, with two more in the sand chute at the bottom. Drop down at the right places to collect the coins and you reveal the last star.

COURSE 9: DIRE, DIRE DOCKS

STAR 1
The quickest way to get to the deck of Bowser's submarine is to swim to the back of the sub, surface beside the propeller and face to the front. Jump out of the water with Down+A to land on one of the tail fins. As you touch down, hit A again to double-jump – this time pushing forward to land centrally on the sloped aft section. Another perfectly timed jump from here turns the whole manoeuvre into a triple-flip, placing you firmly on the sub's wooden deck.



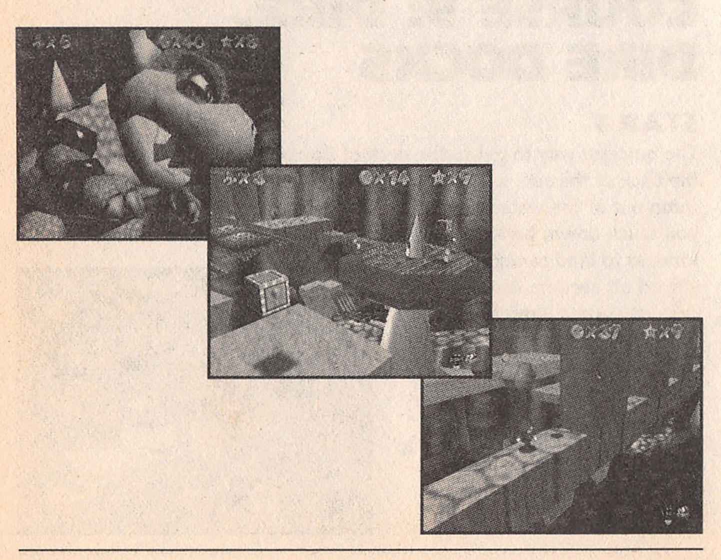
NOTE: The rest of this course is covered in more detail in the next 'How to get the Full 120 Stars' section.

BOWSER'S DARK WORLD 1

Unless you've got Terminator Mario at your disposal, the hidden star for the eight red coins is very tricky, though still possible. The first purple ! switch you come across activates cork blocks near the first flame jet *and* behind your starting point, from which you can grab the coins.

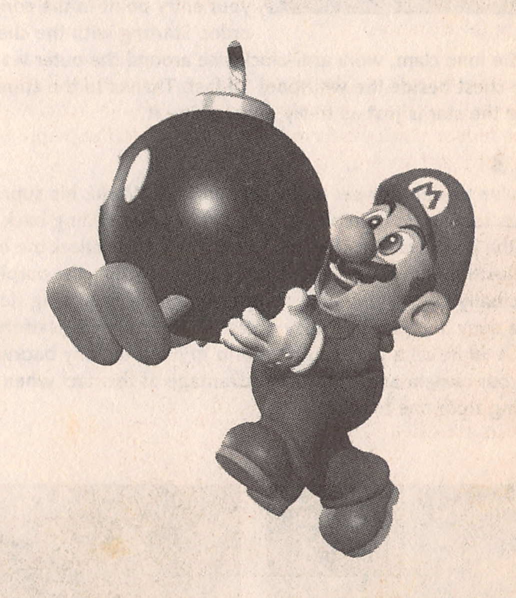
Don't wait for the second fire jet: by-pass it with a reverse-somersault to the ramp on the left. If you're not collecting coins, there's a major speedcut to make with a Z+A long-jump from the grey block with the sliding yellow bridge to the huge spike on the circular platform that you can see in the distance.

When you first step onto the second see-saw bridge, let it rise at the other end and use it as a ramp to the upper platform. From here you can reach the hidden star's platform before jumping to the purple ! switch, missing out the stairs entirely.

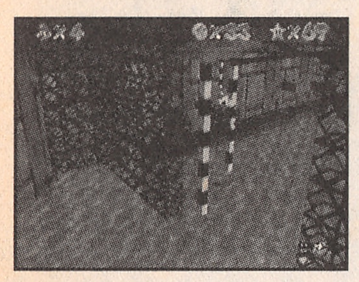


Super Mario 64

How to get the full 120 stars



So you've got the 70 stars you need to 'finish' the game. You need another 50 to *really* finish it. Here's how...



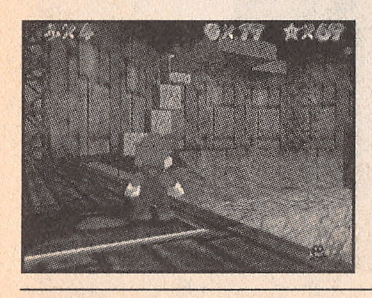
COURSE 9: DIRE, DIRE DOCKS

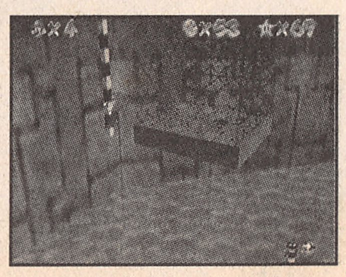
STAR 2

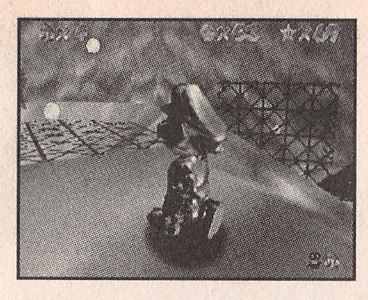
Open the treasure chests below your entry point in the correct order. Starting with the chest nearest the lone clam, work anti-clockwise around the outer wall and leave the chest beside the whirlpool 'til last. Thanks to the currents, collecting the star is just as tricky as releasing it.

STAR 3

Once you've beaten Bowser in the second Dark World, his submarine disappears forever, to be replaced by a set of poles sliding back and forth on the pen's ceiling. Use them as transport to collect the eight red coins, adjusting your height to intercept them. Hitting the purple ! switch actually creates two cork staircases, the second being further along the quay and granting easy access to the concrete platforms. Pressing A while on a pole causes Mario to jump directly backwards. Line up your camera angles to take advantage of this fact when transferring from one to another.





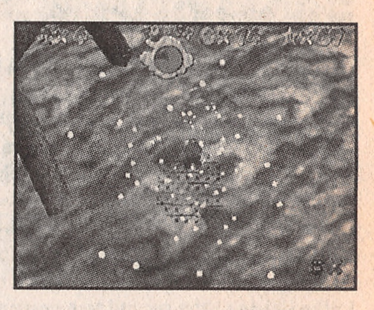


STAR 4

In the absence of the sub, a bubble vent on the pen's ocean floor begins to produce shiny, watery rings that rise from the grate. Swim straight down through five consecutive rings to make the star appear. To grab it from the grate, though, you need the Metal Cap from the green ! box on the quay. If you're fast enough, then you can perform this task by simply standing in the centre of the grate while wearing the Cap and jumping for the star just before the enhancement fades.

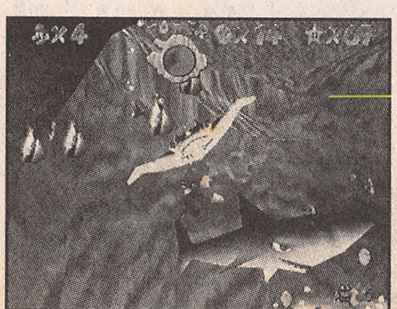
STAR 5

Tumbling into the water from your entry point, look for the manta ray circling below and chase it. As with Star 4, you need to swim through the five consecutive rings emanating from its tail to make the star reveal itself. Your oxygen/health is replenished with a 'priming' ring if you miss one, enabling uninterrupted attempts.



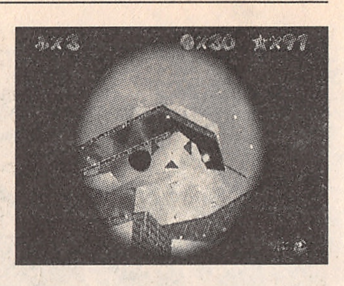
STAR 6

A submerged cage deep in the sub-pen protects the star. The lateral-thinking solution rests in combining power ups: by simultaneously donning both Vanish and Metal Caps from the ! box on the jetty, you can sink rapidly beneath the waves as Terminator Mario and use your sparse ghostly form to penetrate the red mesh barrier.

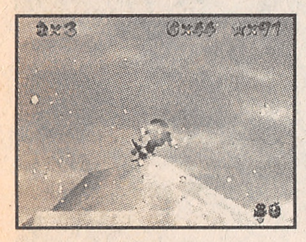


BONUS STAR!

With only 106 coins available, you need to collect at least one of two five-coin lines placed near dangerously strong currents. The whirlpool might kill, but the underwater sub-door sucks you out to the waterfall of the castle. Learn to use the rhythmic button-pressing technique for powerful swimming strokes.



COURSE 10: SNOWMAN'S LAND

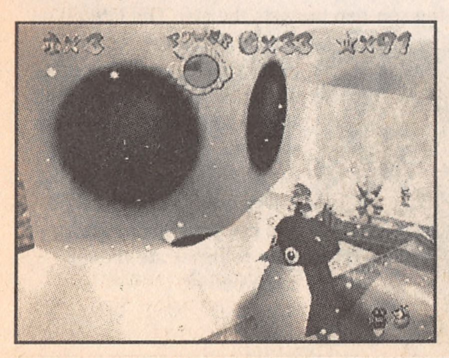


STAR 1

The quickest way to do this is to back-flip to the penguin's head and let him carry you across the glassy brdge. From here it's a short climb to the star.

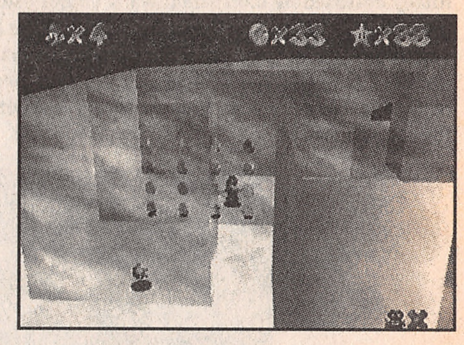
STAR 2

From the entry point, turn to face the sheer outer wall and follow it left. Stand in the shade of the second tree you encounter and warp to another tree near the icy lake. From here, continue anti-clockwise, leaping to a T-section in the middle of the lake. When a spindrift flowerhead approaches you from the water, jump on its protruding head and guide your spin high over the wall directly ahead. You find yourself on a path with two ! boxes. Get a Koopa shell from the right box and go back to the lake, following the wall



clockwise. Head up a ramp to the glassy arena where a spikehead marble boss is asserting himself. Using the shell counteracts the slippiness of the glass floor, so you just need to keep bumping him head-on to propel him to the deadly freezingness below. Phew!

STAR 3

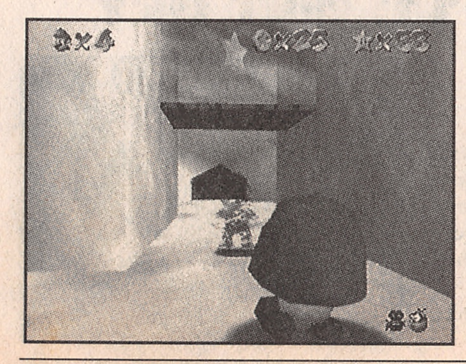


Cast a glance left and you immediately spot a translucent ice cube puzzle. Climb in from the side with the yellow coins in the snow, move two spaces forward, turn around 180 degrees and back-flip. You should alight near the open top of the ice cube. Simply drop down a shaft in the roof a little further on.

STAR 4

There's a cannon in a shallow near where you start: centre your sights on the left end of the fence, then raise the cannon vertically to a pale gap in the cloud strata. With the correct angle, it's possible to scrape on to the ledge bordering the lake. Hit the left-hand ! box and see what you get...

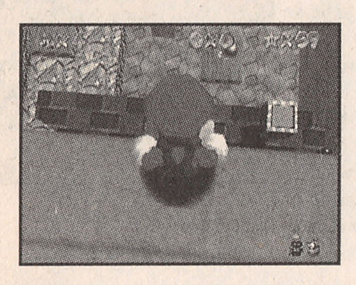
STAR 5



Use the cannon again, but be sure to get the Koopa shell to safely collect all eight red coins. Use it to look further along the high border ledge, on the outskirts of the course where flowerhead spindrifts gather, as well as in the deadly ice-water below Star 2's boss arena.

STAR 6

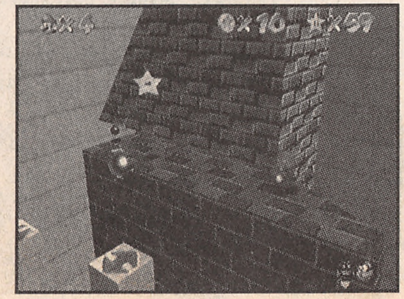
Hold Z to crawl inside the igloo (use the directions for Star 2) and you find yourself in a maze. The final star is sealed in a block of ice above the corridor in front of you. In the far-right corner is a blue ! box, totally enclosed by transparent walls on both sides. The Vanish Cap is the solution: look up at the walls enclosing the box and there's a handy gap at the top where a flip or jump *over* the maze wall lets you in. Invisibly, there's also a vertical gap at one corner of the pink bomb's enclosure where you can squeeze inside without a Vanish cap. Get the cannon ready!



BONUS STAR!

The coin stashes in the walls of the igloo are a necessity for the big 100. Use the cannon to bounce off the grey-green wall at the Giant Snowman's midriff and you can reach the igloo without the Koopa shell.

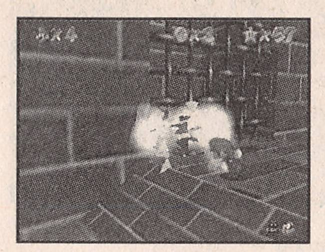
COURSE 11: WET DRY WORLD



STAR 1

Start the course with minimal water and use this warp: one of the diamond 'floodgates' sits above a pale column of rising steps patrolled at the top by a Spark. With the water evacuated, stand still in the corner

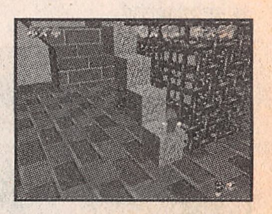
recess at its base to be teleported right up to the cannon emplacement. Drop off the right side to a lower ledge and bop the yellow ! box for a star.



STAR 2

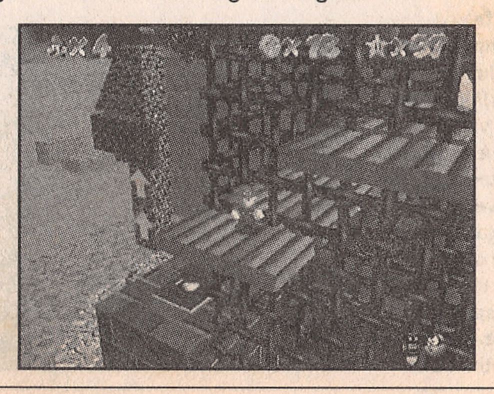
Flood the course with this shortcut: pull a triple-flip or reverse-somersault to enter the course and you can flood it with more water than the diamond switches allow. Swim forward to a brick ramp on the wall ahead. Dispatch the purple petard at the top, cross the plank bridge and don't dally on the rotating island to reach the yellow ! box at the very highest point.

STAR 3

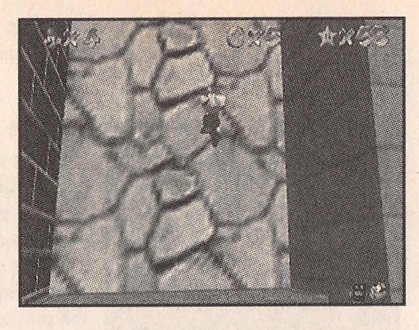


This requires comprehensive exploration of the upper course to visit all five secret locations. Numbers flash above your head if you try:

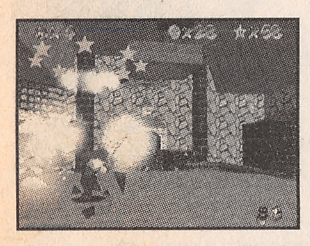
- Pushing the lowest metal block;
- Using a somersault to bump the yellow ! box above it;
- Pushing the next highest block into the wall;
- Bopping the ! box on the lone brick column with a signpost;
- Similarly, the ! box above the cage holding Star 4.



STAR 4



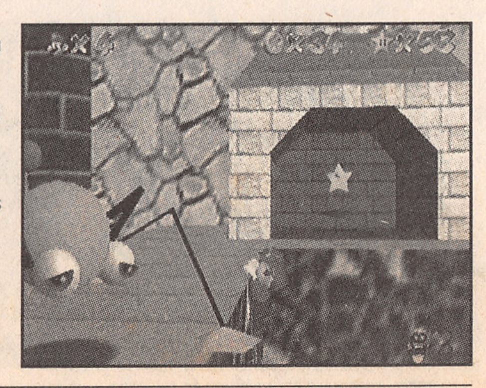
Enter the course with no water (don't jump in to do this). Punch away the cork block at the base of the central cage set in bricks. Climb to the purple ! switch, trigger the cork steps and get on top of the cage. Step off the other side to the protruding wooden platform, part of which sinks to carry you down. As you near the ground, jump off and run inside the cage ready to jump on the inner part of the platform. Presuming you get on it in time, you ride back to where the star is imprisoned.



STAR 5

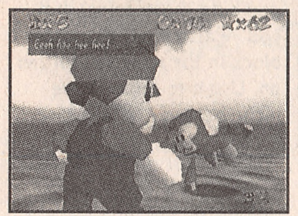
Use the shortcut as described for Star 2 and swim down behind the corner cage to the Atlantean city. Once below, find the low diamond switch to drain all the water. Your first task is to smash all the cork blocks and gather the red coins. Wall-kick between the buildings to climb to the rooftops.

STAR 6



Use the shortcut again to the realm beneath the waves, this time using the Vanish Cap to enter the drowned city's corner cage. The purple ! switch creates a stepping block inside the cage that's supposed to help you up, but a speedy somersault-into-wall-kick does the same.

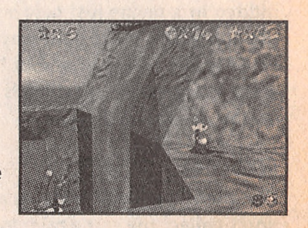
BONUS STAR!
You can amass over 100 coins in the upper course without venturing into the depths.



COURSE 12: TALL TALL MOUNTAIN

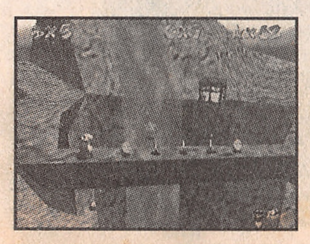
STAR 1
Simply make your way to the top of the mountain via the vined wall. Can't miss it.

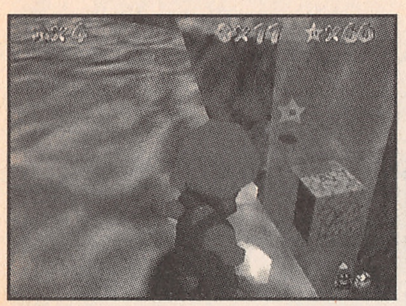
STAR 2
This is trapped in a cage suspended high above the falls. You can't break it yourself, so return to the mountain top and meet a second monkey. Catch, then release him: he leads the way, sending the cage crashing down.



STAR 3
To find all the red coins, look for four on the giant mushroom patch and four on the gopher's vine wall. You can't kill the gophers, but stomping eight of them does earn you a 1-up. The star itself appears on the mushroom nearest the vines. A simple long-jump gets you across.

STAR 4
Shortly after leaping the falls and passing the gusty oriental cloud, look for a suspiciously square panel in the wall. Touch it and it ripples, letting you know you can dive through. This leads to a slide race. It's tough, and the only way to take it is by maintaining full speed to overcome its banked turns, twisting tracks and ramp leaps. Before starting the slide, check behind you for a 1-up and a coin.





STAR 5

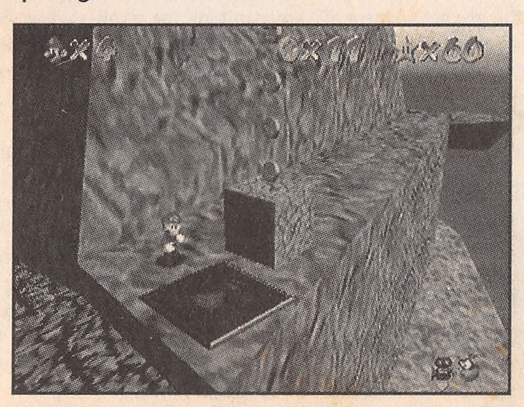
Hit the purple ! switch near the top of the mountain. A very obvious cork block appears in front (clearly for grabbing those coins), but you've also created another block in the waterfall further on. Use it to jump to the niche behind the falls.

STAR 6

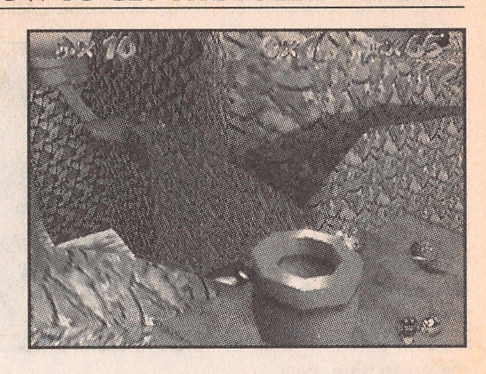
Ascend the mountain without climbing the vine wall and you cross a bridge to find the first monkey and a red flyguy. The pink Bomb is hidden in a ravine just below where you'd jump across. Talk to him and use this warp: make your way across the giant mushroom patch and stand at the centre of one of the smallest ungarnished redcaps. You warp to a precipice that leads to a cannon: use it to collide with the star on the distant mushroom.

BONUS STAR!

Complete the Star 4 slide race, run into as many coins as you can, but don't collect the star again. Instead, jump over the fence and you touch down just outside the entry point. You can now top up your coins with the easier pickings on the mountain trail.

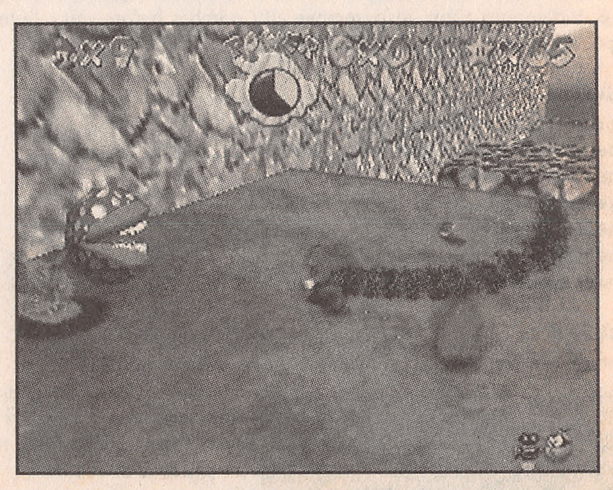


COURSE 13: TINY HUGE LAND



STAR 1

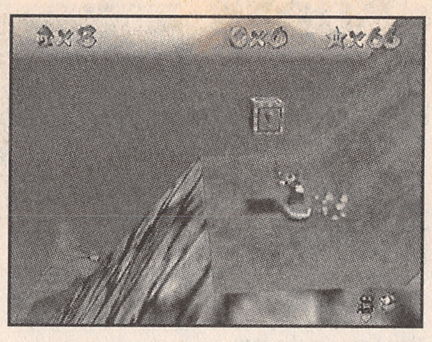
Tiny Land. make two long-jumps to the far green pipe and squeeze into it for Huge Land. Punch out all five Piranha Plants and the star appears.



STAR 2

Make your way to the top of the mountain and use this shortcut: in Huge Land, head through the mousehole in the wall and onto the beach. Stomp the Koopa for his shell and skate off to the right, bunny-hopping up the rocky slope. Continue heading upwards. With the right route, you can make the summit in under a minute. Just under the summit is a yellow ! box containing Star 2.

STAR 3



Use this shortcut: in Tiny Land, double long-jump to the green pipe, drop off the purple ! switch and run along the cork bridge until you have enough speed to reverse-somersault to the cannonball run above you. Press A again when you land for a double-jump to the green pipe. Pop through the pipe to Huge Land and head down the hill for another challenge from Koopa the Quick. Cut the slope with long-/triple-jumps and B; B dive into a run. Also, remove all Goombas before you talk to Koopa. You need a time of under 0'24"0 to beat him.

STAR 4

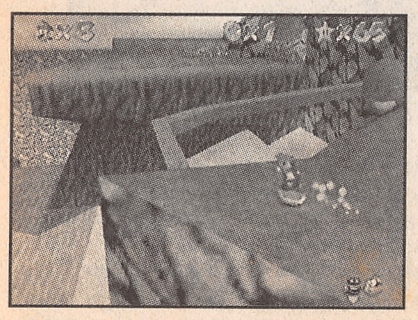
Visit the five secret places in Tiny Land:

- The mousehole near your entry point;
- The cannon's recess;
- The cannonball source;
- The tiny entrance to Star 5;
- The summit of the mountain.

The star appears on the floating island.

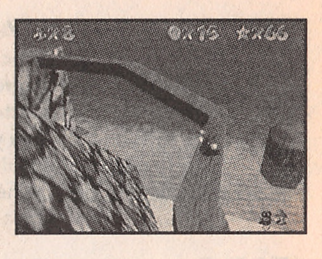
STAR 5

The eight red coins are actually inside the mountain. Take Star 2's



shortcut as far as the grassy slope and stop on the flat to cross the wooden bridge to an entrance above the beach. It's very easy to overestimate the distance between the columns – normal and double-jumps suffice for most. You need wall-kicks to claim one coin (in the corner above the star). And look up...

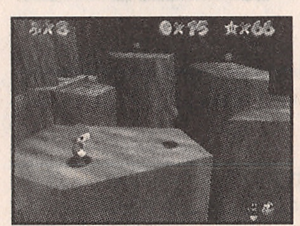
STAR 6



Reach the mountain's flat top in Tiny Land and butt-slam the centre of the pool. A tiny hole appears, draining the water. Make a green pipe transfer to huge Land and return to the summit, where the same hole remains and is now big enough to drop through. The Wiggler boss isn't particularly taxing, even when he gets mad. Just jump on his head three times.

BONUS STAR!

The course has more coins than any other if you butt-slam the giant Goombas for blue coins rather than yellow. Mario's roundhouse sweep (crouch with Z, press B) can kick the mini Goombas into orbit.



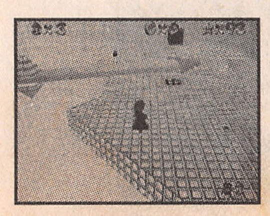
COURSE 14: TICK TOCK CLOCK

STAR 1

You can see the first star by climbing the tower. It sits in a cage beside a conveyor belt.

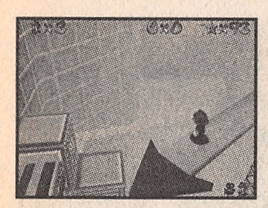
STAR 2

Head up past Star 1 until you reach the platform at the top of the pole. Dodge the clockwork dustpan and use the rotating triangle to cross. The star is beyond the crusher clocks and pendulums.



STAR 3

Climb to the grille platform above your entry point and wait for the wooden clock hand to swing round. Jump on, move to the pointy end and ride it to a niche on the far side of the tower. For ease, set the clock running slow – the time you save outmeasures the use of moving parts.

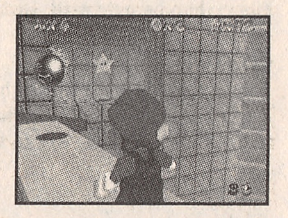


STAR 4

Again, a slow clock makes for leisurely progression. Climb as high as you can and watch for the wooden clock hand that can carry you round to a conveyor belt. A timely double-jump from here places you firmly on the head of the blue Thwomp, thus using him as a lift up to the highest star.

STAR 5

When you encounter the second set of rotating cubes, look for a huge unvisited grille platform within long-jump distance. The star in the cage above it can only be reached by climbing the square pegs jutting from the wall. Tougher when they're moving, of course...

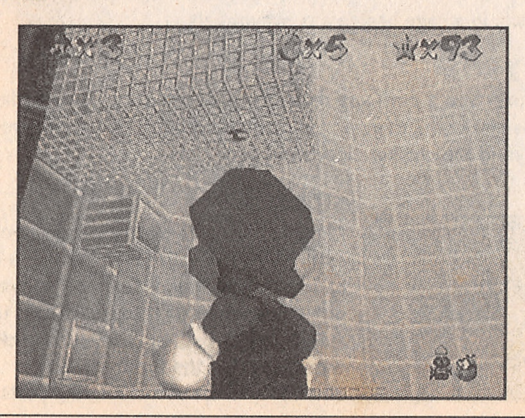


STAR 6

With the clock disabled, the rotating wooden slats near your entry point now lay horizontal and serve as steps to all red coins.

BONUS STAR!

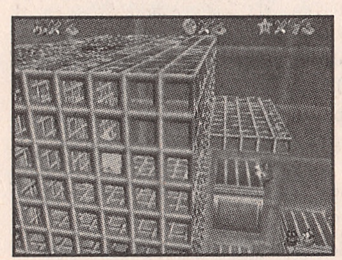
Double-jump when opening ! boxes to stop your bounty rolling off the edge. The blue coin switch near Star 2 amounts to a healthy 35 smackers.



COURSE 15: RAINBOW ROAD

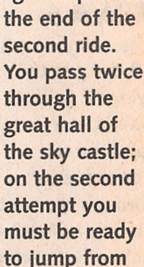
STAR 1

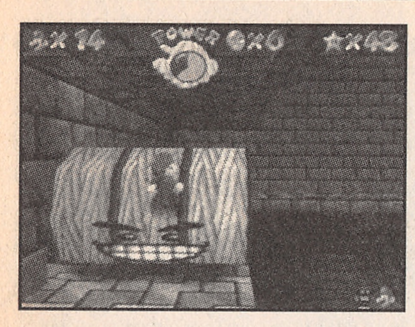
You can avoid the first slow magic carpet ride by taking this shortcut. Turn about at the start of the course and there's a platform with a tall blue pole: a simple Z+A long-jump is all it takes to reach it. From here, head across the spinning islands and ride the next carpet. Jump to the left when the carpet finally dies, finally using the crouch and short jumps to pass under and over the arms of the giant turnstile. The star is on the prow of the winged galleon.



STAR 2

As before, take the right carpet at the end of the second ride. You pass twice through the great hall of the sky castle; on the second attempt you must be ready to jump from the rear of your carpet to the front, clearing a flame jet that shoots from the fireplace. Hang on here and you fly all the way to the roof, where the star waits.





STAR 3

The eight red coins are concentrated in a vertical maze beside the four spinning islands. Consider it a test of your prowess with somersaults and wall-kicks. Don't underestimate the bombs at the base, because they can unexpectedly push you off.

STAR 4

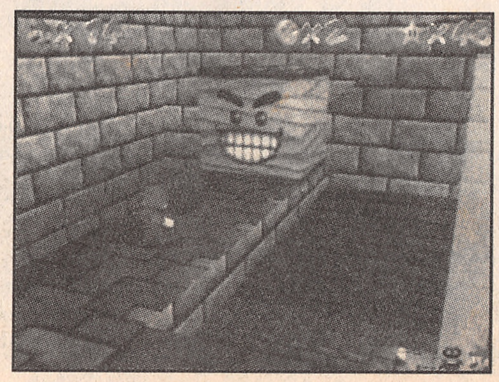
Take the Star 1 shortcut and cross the swinging bridges, using reverse-somersaults to get up the doughnut planks before they fall, and proceed past the wooden slope to the pyramid blocks. They invert when you hit the ! switch, becoming temporary steps. Jump two steps and backflip for the upper flight. Alternatively, it's possible to drop to this star by leaping from the Star 6 island.

STAR 5

Make as if collecting Star 4, but turn left to climb the stepped wooden slope patrolled by a Goomba. Another swing bridge carries you to this easy star – but watch out for the flame jet.

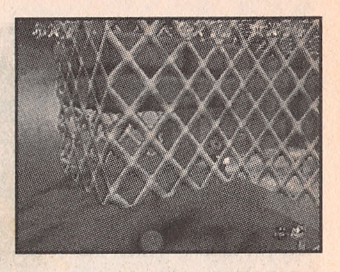
STAR 6

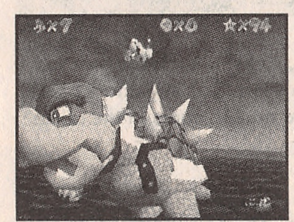
The cannon on the aft deck of the winged galleon points to a rainbow ring. Shoot Mario through the centre, aiming to catch the pole of a floating island, and use Z to drop instantly when the purple petard stops. Can't find the pink Bomb? Read on...



BONUS STAR!

The secret of the blue coin switch by the vertical maze is to slam it and immediately start wall-kicking back and forth above the heart restorer. This manoeuvre takes you up a tall shaft to a ledge over the maze, where the pink bomb and the remainder of the coins are waiting. You only get one shot at it.

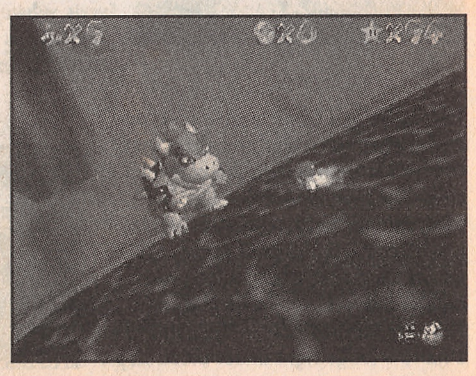




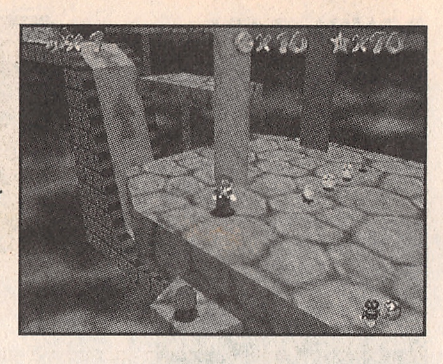
BOWSER'S DARK WORLD 2

As you may have noticed in lethal lava land, the sinking platforms usually have a narrow spot where it's safe to remain before moving on. Exploit this when searching for red coins, some of which are cleverly concealed.

You can find a coin in the corner of the yellow cage reached via a green pole. For another you should step on and off the elevator in the cage, let it rise, then drop through the gap it leaves. Incredibly, one end of the entire level 'concertinas' on hinged ramps. Look for the coin's shadow spot and wait there for it.

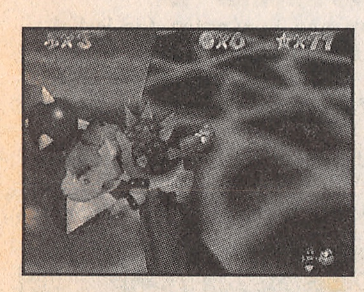


The penultimate red is camouflaged and can only be seen half the time, being enveloped by a flame jet on the longest stretch of lava.



Finally, get the coin on the last pole raft and make a handspring to the ledges above for a star.

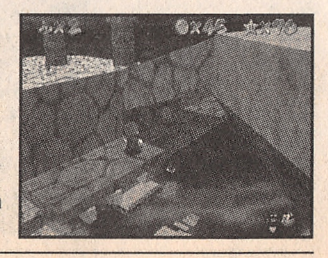
Because of his new-found teleporting powers, Bowser must be defeated with a new procedure. When the arena stops rocking, run to the far edge and stand facing outward. After considering the distance, Bowser charges. As soon as he draws close, stylishly back-flip over his head and grab his tail while he dithers. The nearer you stand to a bomb, the better. The big key left behind opens the double-doors in the castle's main hallway.

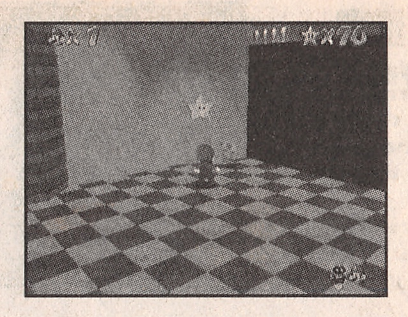


BOWSER'S DARK WORLD 3

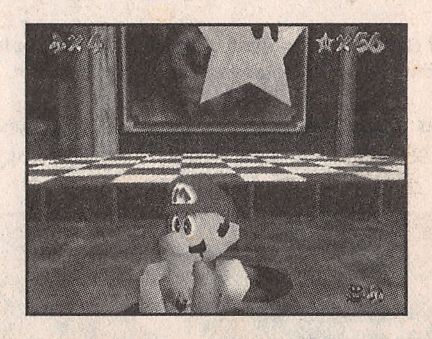
For a shortcut to bypass the Thwomp, ride the first blue ferris wheel until your platform is the highest, then back-flip to the path above.

Two of the red coins on this level are deviously hidden. For one, drop from the first ferris wheel to the plateau and check the side for a tiny ledge. The other is right at the end of the level, just after the windswept forum. Walk up the final blue steps to the green pipe but stop to look over the edge. The very last red coin in the game is on a narrow ledge right under those steps.





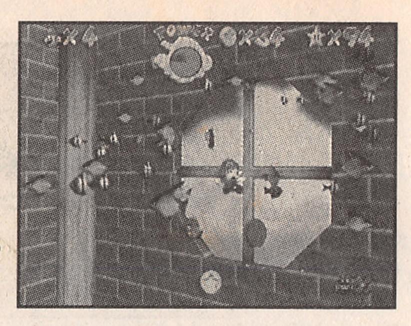
Now that you're here, you can earn infinite attempts at beating Bowser's Last Stand by finding a 1-up behind a column at the base of the blue steps. This mushroom is replenished every time you're expelled from the green pipe.



It takes three bomb blasts to destroy Bowser. The first two can be administered as in Dark World 2, but the collapse of the arena necessitates an accurate throw to finish. If you're hurt by blue homing flames, look for red flames that turn into coins.

SECRET STARS

There are 15 stars hidden throughout the game. Here's where they are!

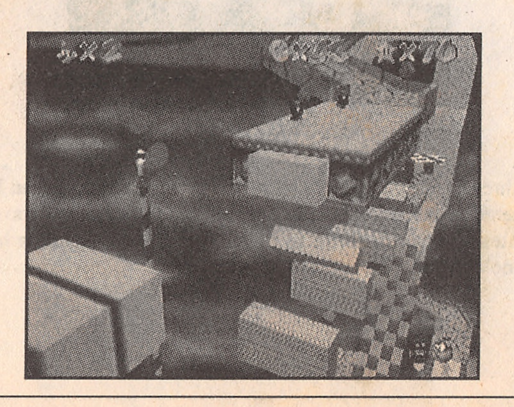


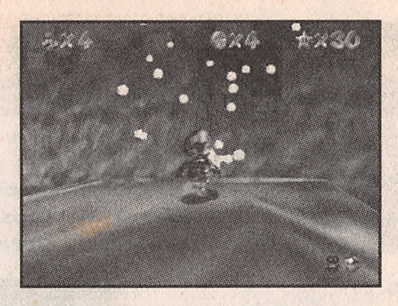
Princess' Secret Slide (two stars): One star for finishing, one extra for a time of under 21 seconds.

The Yellow Rabbit (two stars): A rabbit appears in the castle dungeon at 20 and 50 stars. To capture him, just keep chasing him without bumping into the walls (you may need to steer 'blind' on some corners, but you soon learn his fixed route) and press B for a diving tackle when close. Another method involves trapping him in one of the dead ends, stepping just close enough to make him bolt, then grabbing B just as he passes.

Talk to Toad (three stars): Some of the mushroom people in the castle are holding power stars for you. Simply talk to them.

Cap Switches (three stars): Each of the Cap Switch courses contains a hidden star to be earned by collecting eight red coins.

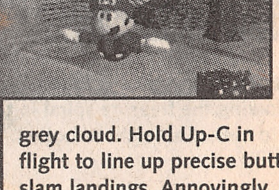




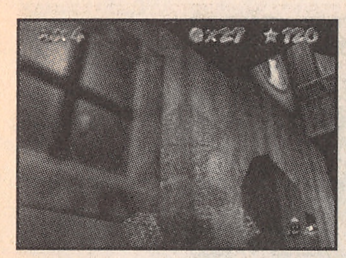
Bowser's Dark Worlds (three stars): Similarly, there are eight red coins on the approach to the green pipe before each Bowser confrontation.

The Secret Aquarium (one star): Step through course three's door and look up above the fish tanks on either side of the room. There are two dark vents high in the walls that require a backflip or somersault to reach. One hides a 1-up mushroom, the other a bonus level. Collect all the red coins and circle the star plinth for another 1-up.

Wing Mario over the Rainbow (one star): The clock tree in the castle's third hall is flanked by two balconies, via which you reach course 15 or this bonus level. The pink islands host cannons to launch Mario to higher cumuli; the trickiest red coin being inside a translucent



grey cloud. Hold Up-C in flight to line up precise butt-slam landings. Annoyingly, you're dumped outside the castle if you fall.

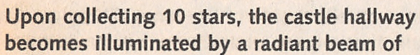


SWITCH PALACES

No doubt, having read all that has preceeded this, you may be flummoxed as to how to obtain Mario's special Caps. Be flummoxed no longer.

WING CAP (RED SWITCH PALACE)

With this cap, Mario can fly, which is possibly the most enjoyable thing in the game.

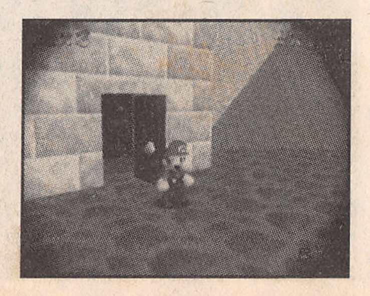


Upon collecting 10 stars, the castle hallway becomes illuminated by a radiant beam of light. Standing on the tiled star, look up with the aid of the Top C Head-Cam. Stare straight at the source of the light, and...

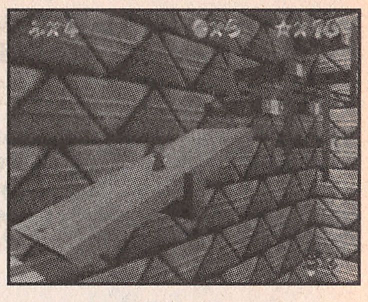


To activate the red ! switch, you first need to land on the tower at the centre of this level. Once safely grounded (use a butt slam), stepping on the switch makes all the red ! boxes in the game permanently appear. Exit the tower by simply dropping out of the sky, whereupon you reappear in the hallway.

The star in this area is found by following the treasure spiral in the air to collect all eight red coins.



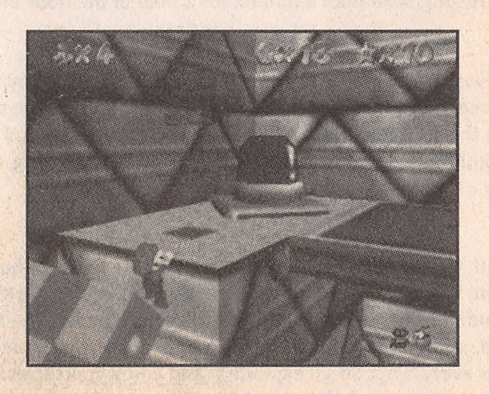
METAL CAP (GREEN SWITCH PALACE)



Or Terminator Cap as we like to call it. You're invulnerable and incredibly heavy when wearing it, and Mario looks fantastic too.

This area is hidden in a part of course six, so you can't reach the green switch until you've located Nessie's cavern. Swim onto her back, run from her tail up to her head and guide her by facing the direction you want to travel. There's a double-door in one wall of her lair that isn't sealed off, so jump off the red mesh jetty and make your way through a second silvery pool. Time is short on the other side, so don't stop to dawdle at the transformation. While you're invulnerable, clear a path to the narrow bridge and simply throw yourself at anything that so much as looks at you. Until you've activated a switch, you won't be able to use the Metal Caps held by the green boxes. And without them, you find the force of the flow can eject you through the castle's waterfall. It's a long hike back for a second attempt.

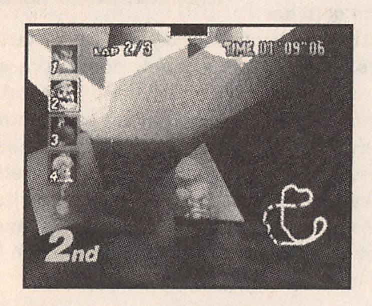
This green Cap Switch Palace also holds a secret star that reveals itself when all eight red coins are collected.



VANISH CAP (BLUE SWITCH PALACE)

Also grants invincibility, but of a different nature. Mario becomes ghostly and can pass straight through monsters, fences and objects.

Before you reach the Palace you need to drain the castle moat of water. This requires you to have beaten Bowser for the first time, for the first key. Down in the dungeon, near the entrance to course six, is a plain wooden door. If you swim down to the pool inside and follow the passage, you find yourself in yet another pool room.



Those two pillars standing in the water control the drainage for the moat. Butt-slam both of them and you evacuate the water, not just in here, but in the moat as well. Now you can step through that mysterious rusting steel door and look for a hole in the floor of the moat.

Drop down inside and you're inside the Switch palace. Start by securing the Palace's secret star: collect the eight red coins, four on the slope and four on the chequered lifts. The power star appears behind the wire mesh grille, where you can also earn a 1-up by collecting all three gold coins.

And that's it! You'll notice that we've given you the 'idea' of how to get the stars, and that's because *Super Mario 64* is so bursting with secrets that we couldn't bring ourselves to spoil it for you totally. The *hints* are all you need, and besides, it would take a book many times the size of this to cover everything. So go exploring, and enjoy yourselves: this is the greatest videogame of all time, after all.

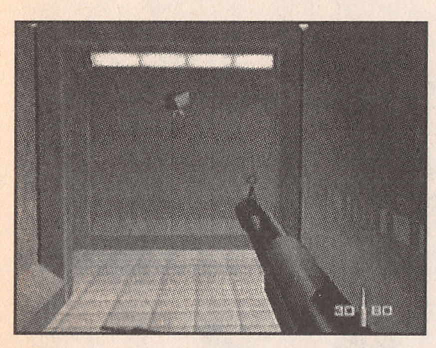
+...

And so welcome to the '+' part of the book, where we indulge you with quality tippage of all sorts, for all your favourite games.





GOLDENEYE 007

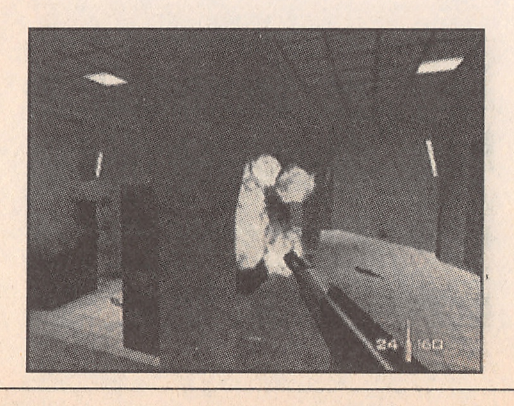


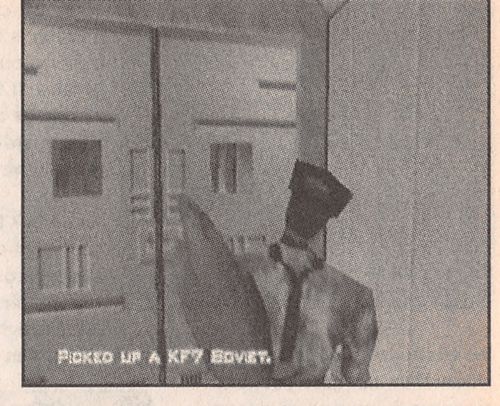
HOW TO SUCCESSFULLY CRACK THE SECOND BUNKER LEVEL

This level is possibly one of the hardest in *GoldenEye*, so here is here is our tried-and-tested method of getting through it on Secret Agent mode.

OBJECTIVES: Compare Staff/Casualty lists; recover CCTV tape; destroy all security cameras; escape with Natalya.

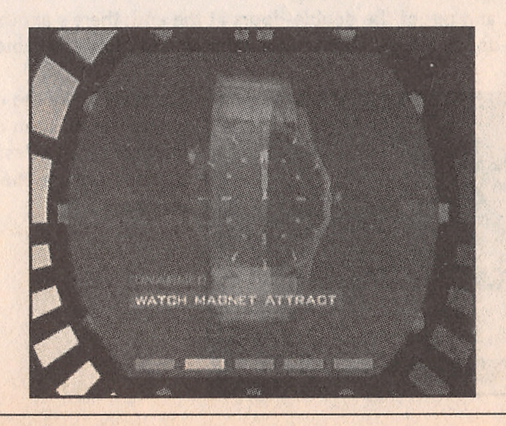
The first thing to do after dispatching the cell guard is to *leave Natalya in the cell.* You don't want her following you round, because she'll probably get shot. The Soviet rifle from the guard has only 15 bullets in it, so your first priority is to get some more ammo. Shoot out one of the windows in the double-doors, use the sight and take out the first guard that comes round quickly and efficiently. Get his gun.

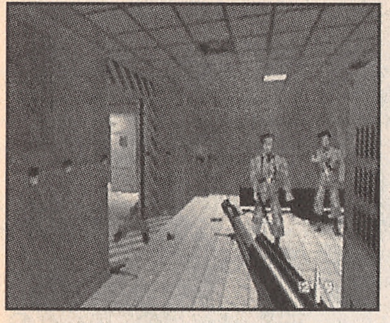




You need to try and dispose of all the guards in the bunker (yes, *all* of them) with a minimum of fuss. The best tactic is to stealthily creep round to a high concentration of 'em and kill one, nick his gun and peg it back to the cells.

Get back into your cell and they should all follow you: they won't fire into the cell with the door closed, so mow them down as they come. Simply repeat this for each room and corridor – any guards that are carrying mission-specific materials eventually come your way (for instance, to get through the doors directly ahead of the cells, you need a key card; the guard that carries this patrols the area round left from the cells). Be careful, and you can dispose of all the guards in the base this way, although those in the main control room require you to go in and take them out. There's body armour in the large room at the far end of the bunker.



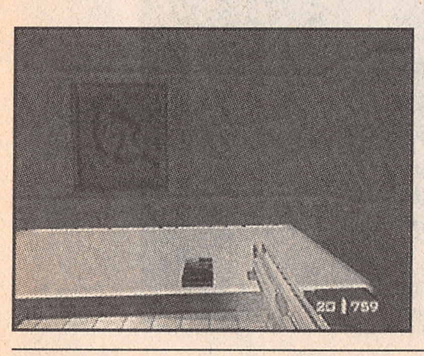


The most critical area of this mission is taking the security cameras out, and this is because if they see you, the alarms go off, and all your hard guard-liquidating work is for naught.

And why? Because if the alarms go off, swarms of mega-hard special forces chaps appear from nowhere, making escape nigh-on impossible. So the best way to do this is to approach them from an oblique angle where they can't see you, and blow the living daylights (sorry) out of them. Here's where they are, and how best to tackle them



Camera 1: Straight ahead from the cells, through the double-doors, and down the end of the corridor on the left. Bypass the corridor by nipping straight past it through to the large room where the body armour is. Head through this room, and out of the double-doors at the end: there's another pair of double-doors. Simply shoot out a window and blow the camera up.



Camera 2: By the main control room. Lean out from the drone-gun infested corridor and use the sights on your soviet.

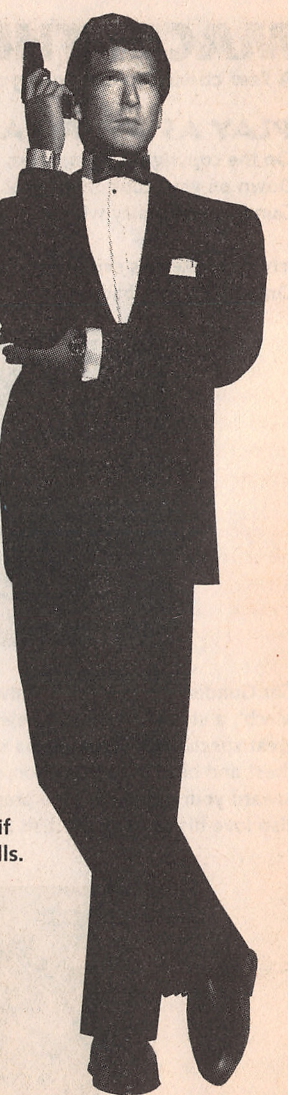
Camera 3: In a room on the opposite wall to Camera 2. Lean in from the right and take it out quickly.

Camera 4: In the passageway that you get to from Camera 3's room. Open the door and look straight up – you're right underneath it. The CCTV is in the room on the other side, so if you don't know the camera's there, it invariably spots you nicking it if you come through the passageway.

Camera 5: In the alcove room at the far end of the main control room. Tricky: try and use your sights from the opposite alcove to get it.

Camera 6: In the room opposite Camera 3's. Open the doors and it's on the left: lean and snipe quickly and efficiently.

So there you have it. Once you've done all that, go back to the cells, grab Natalya and get the hell out. If you're unsure of where they are, the Staff lists are held by a guard in the body armour room (hassle the guards there and he brings it to you in the cells) and the Staff list is on a table in the room on the right if you take the left-hand route out of the cells.



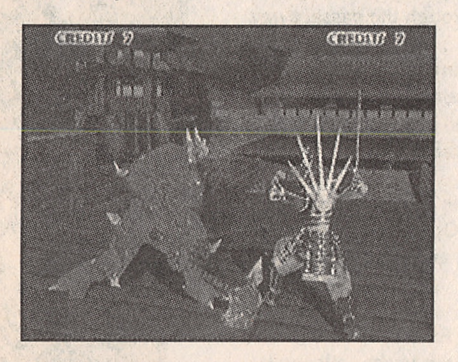
MACE: THE DARK AGE

A few cheats to enhance your maiming pleasure.

PLAY AS ICHIRO AND GAR GUNDERSSON

On the copyright screen, press Right, Up, Left, Down, Right, Up, Left, Down on your control pad. You can now select Ichiro and Gar Gundersson to play with.

Ichiro is Takeshi's evil brother, and is as equivalently quick and deadly. Only he's a bad, bad boy.

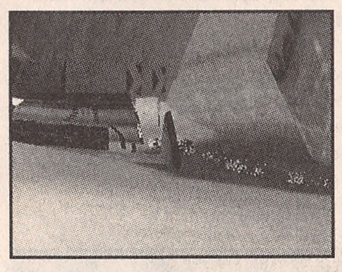


Gar Gundersson is actually a dwarf ensconced in his mighty 'War Mech', a steam-driven exoskeleton. He's absolutely fantastic, and has a great special move that sees a steaming great cannon come out of his chest and blow the opposition away. Press the D-pad in a semi-circle toward your opponent then press Strong to see for yourself. And we also love his comedy Scottish accent.



TOP GEAR RALLY

A cracking little racer, this. It made Jonathan swear, if memory serves.



BONUS TRACK

There's a bonus track, the Strip mine, that is garnered by coming first in every race of Season Six. Do the same thing in the second year to get it in mirror mode.

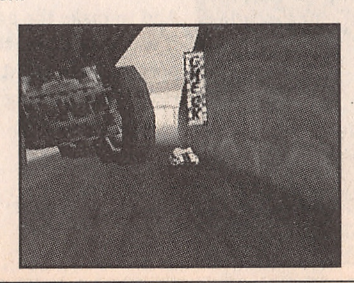
If the other tracks in *Top Gear Rally* seemed a little bland, then this track makes amends. It's packed with features, from searchlights to pipes spewing waste to huge derelict cranes, aircraft and JCBs. There's also loads of different routes to take, including an underground one that sees you speeding through a lake of sewage. Nice.

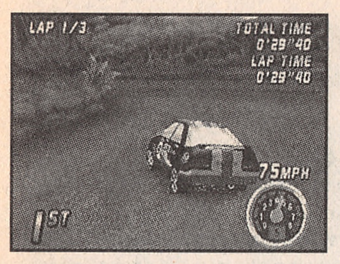
BONUS VEHICLES

There're four bonus vehicles you can get, all of increasing weirdness.

Milk Float: Finish all six seasons to get this. It's rather large and bulky, but handles well and goes like the clappers.

Helmet Car: Complete the second year to get this. This is also blindingly fast and has incredibly sensitive handling; one for the experts. It is also an American Football helmet on wheels. Ooooookay, then.



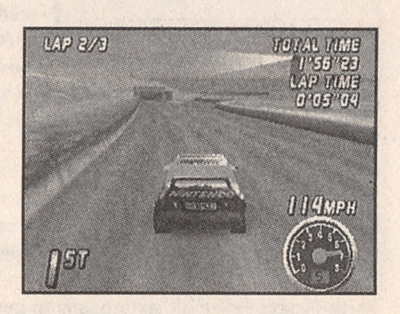


Cupra: Finish the third year to get this. Something must have got into Boss' coffee, because this is a sky-and-cloud filled cube attached to wheels by, apparently, thin air. Mad but very fast.

Beach Ball: Complete lunacy. Finish the fourth year to get this huge beach ball that also floats above its wheels. Handling is a bit heavy, but get it to full speed and you're laughing, because, y'know, beach balls are very fast. Obviously.

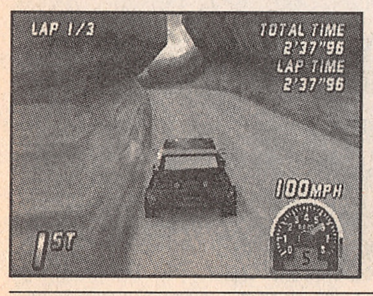
BUT!

If you can't be bothered with all that tedious playing-the-game-that-you-just-bought-for-fifty-quid, try this little cheat out for size. Hold L, R and down on the analogue stick, and press Top C, Right C, Right C, Bottom C, Left C, Right C, Bottom C, Left C, Top C. You now have all the bonus cars plus the Strip Mine.



AND!

To get an instant headache: while playing the game, press Down C, Z, B, Up, Up, Right. Everything then goes a bit crazy, because you've just opened up the Rainbow Mode.

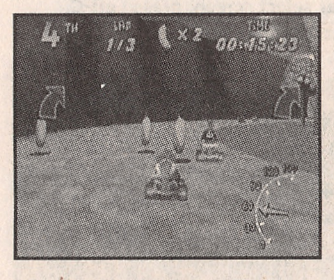


And to make the game look as if it was created for the PlayStation, press B, Left, Right, Up, Left, Z, right while playing to remove the Bi-Linear Filtering. You heard.

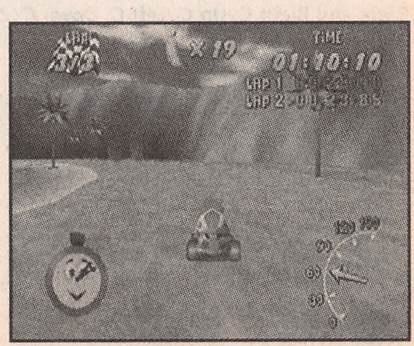
DIDDY KONG RACING

Enter these codes at the 'Magic Codes' options to get the desired effects in Rare's surprise stormer.

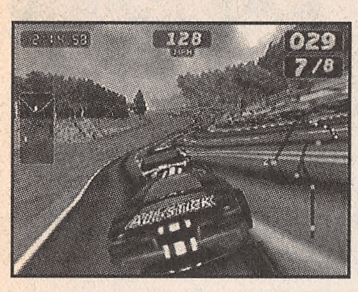
BYEBYEBALLOONS: All weapons are disabled for the computer.
TOXICOFFENDER: All balloons are green.
BODYARMOUR: All balloons are yellow.
OPPOSITESATTRACT: All balloons are rainbow.



BOMBSAWAY: All balloons are red.
VITAMINB: No limit to bananas.
BOGUSBANANAS: Bananas reduce speed.
NOYELLOWSTUFF: Bananas have no effect.
BLABBERMOUTH: Character voice samples are played instead of the horn.
JOINTVENTURE: Two-player adventure mode.
ZAPTHEZIPPERS: All zippers disappear.
FREEFORALL: Maximum power ups.
FREEFRUIT: Start with 10 bananas.
JUKEBOX: Access to the music menu.
TIMETOLOSE: Increase opponents AI.
TEENYWEENIES: Small racers.
DOUBLEVISION: Select same player.
WHODIDTHIS: See game credits.
OFFROAD: Makes cars four-wheel drive.
ARNOLD: Large characters.



SAN FRANCISCO RUSH



A veritable multitude of cheats for this rather fun little racer.

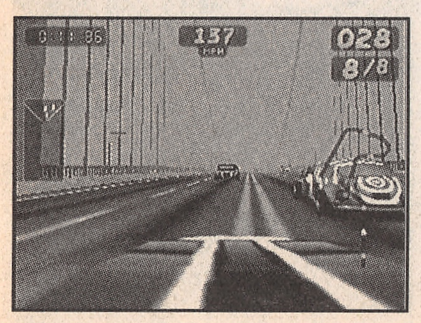
Change rear tyre size: On the car select screen, press Right C, Left C, Left C, Right C. Enter it again to vary your tyre size.

Change front tyre size: On the car select screen, press Left C, Right C, Right C, Left C, . Enter again to change tyre size.

Change gravity: On the set-up screen, hold Z and press Up, Down, then release Z, press Up, Down, Up, Down.

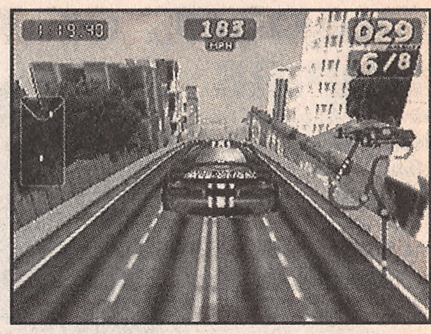
Change viewing distance: Hold L and press up or Down on the control stick while playing the game.

Disable car collisions: On the setup screen, press Left, Right and Right C, Up C, Left C, Down C, Z.



Foggy night: On the options screen (while playing) select 'extreme fog' with all C buttons held down.

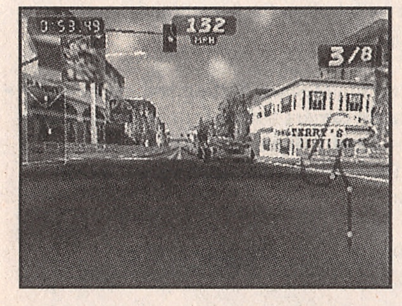
Fog colour: On the car select screen, hold Z and press Down C three times.



No game driver: On the setup screen, hold Z and press Down C, Up C, Up C, Down C.

Turn car into mine: On the car select screen, press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C.

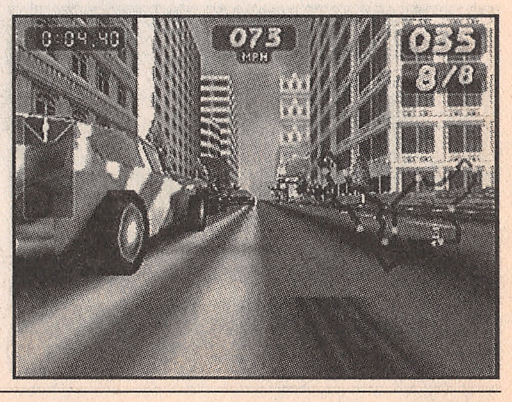
Turn off track textures: On the setup screen, press Right C and L, Z, Right C and L, Z.



Change car size: On the car select screen, press Down C, Up C, Up C, Down (quickly).

Drive cab: Get half the keys on any course to unlock the cab.

Drive hot rod: Getting all the keys on any course to unlock the hot rod.

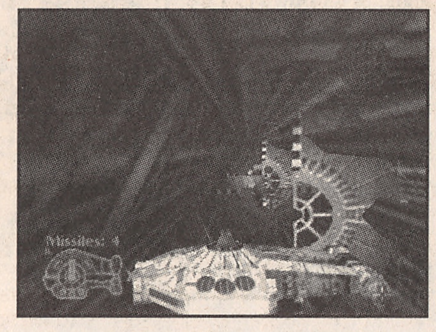


Turn cones into mines: On the set up screen, press L, R, L, R, L, R (quickly).

Upside down tracks: On the set up screen, press Up Right, Down, Left, Down, Right, Up, Left.

SHADOWS OF THE EMPIRE

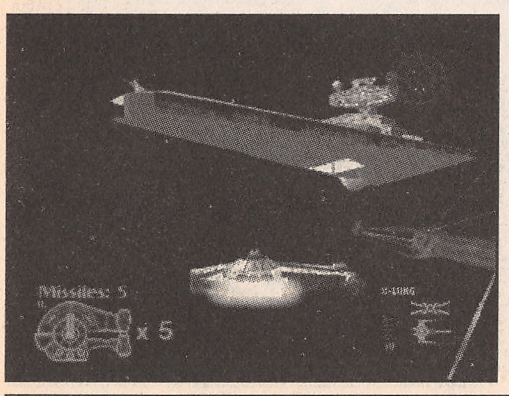
Brilliant in places, lacklustre in others, *Shadows* is still an entertaining romp. Here are a few hints for those of you intent on collecting the challenge points.



Collect all the Challenge points on the Easy setting: during a game hold down the camera button for five seconds and you get the Leebo Scanner, a mapping device.

Collect all the Challenge Points on the Medium Setting and during the Skyhook battle stage, hold down the camera button for five seconds and the Outrider becomes an X-Wing. Hold it down for a further five seconds and you can become a TIE-Fighter. Hold again for another five seconds to return to the Outrider.

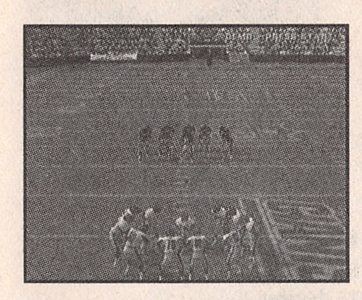
Collect all the challenge points on the Hard setting and you get invincibility, all weapons and unlimited ammo in the 'Doom' levels.



Collect them all on the Jedi setting and the Wampas follow and attack your enemies. Which is always nice.

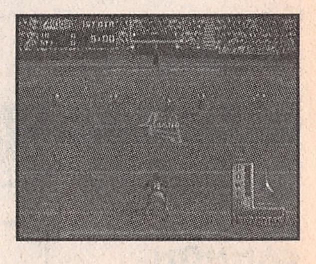
NFL QUARTERBACK CLUB '98

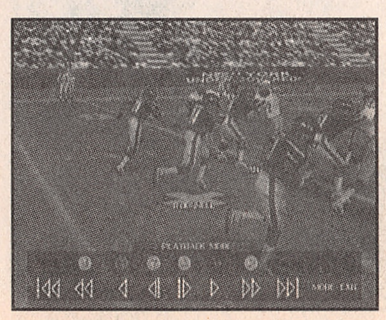
If any of you out there understand the mystery that is American Football, then you may find these following cheats a bit handy. Enter the codes at the Cheats Menu; unfortunately, you can only enter one at a time.



GLYTHMD: Makes the players huge.
RNLDSWZNGR: Your running backs become a bit 'tasty', being almost impossible to bring down.
SMLMDGT: Shrinks the players.
BBMNTBL: Er, stretches your players. Hmm.
JPNSMWR: Creates fat and squashed endomorphs.

WLTRPYTN: Turns all your running backs into Walter Payton. No, we don't know who he is, either.
DWNDRV: Unlimited downs.
MCHJNSN: Makes your players pretty speedy.
GTNHNDS: Pointlessly, your players now fumble the ball a lot. Wow.
SPRSLYD: Makes the field slippery.

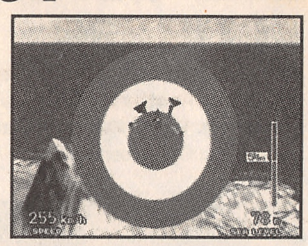




STYCKYHANDS: Improves catching.
BRDWYNMTH: Gives you top notch quarterbacks.
CRLLWYS: Players jump extraordinarily far.
BGBFYFF: Players are stronger and faster.

PILOTWINGS 64

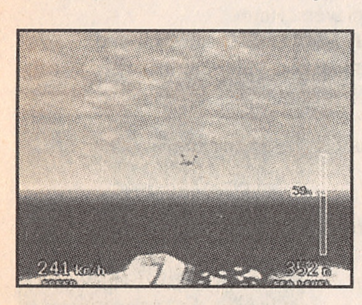
The secret Cannonball levels can be fiendishly tricky. Allow us to help you out.



The following angles are tested for Goose with power at full unless otherwise stated.

SUPER CANNON

W 50 degrees N, elevation 1 degree 30"
S 70 degrees W, elevation 12 degrees
W 30 degrees N, elevation 18 degrees
S 87 degrees W, elevation 4 degrees

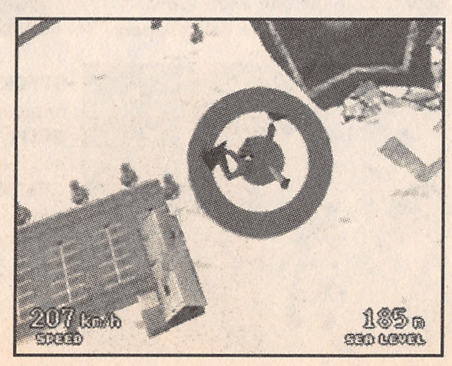


ULTRA CANNON

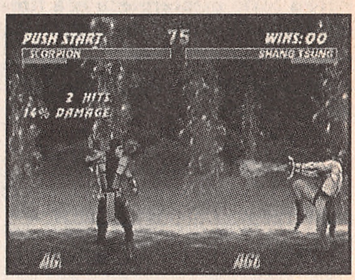
S 65 degrees W, elevation 10 degrees
S 11 degrees W, elevation -10 degrees, power 65% (just below mountain's edge)
W 27 degrees N, elevation 29 degrees
E 49 degrees S, elevation 18 degrees, power 75%

MIRACLE CANNON

E 22 degrees S, elevation 13 degrees 30"
S 84 degrees W, elevation -10 degrees, power 25% (around horizon)
S 39 degrees 30" W, elevation 52 degrees
E 54 degrees S, elevation 45 degrees, power 96%



MORTAL KOMBAT TRILOGY



Hopefully these cheats might elevate your enjoyment of this underwhelming beat-'em-up.

KOMBAT ZONE SELECTION

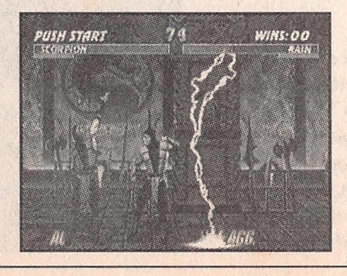
On the Character Select screen, highlight Sonya, then press Up and Start. You hear an explosion when you've entered the code correctly.

PLAY AS MOTARO

Choose any character then, before the match begins, press and hold Back, High Kick, and Low Kick. You must be holding these buttons before the game starts. You can continue to play as Motaro if you re-enter the code in the second round and do not select Tournament Outcome. This code only works on Jade's Desert and the Wasteland.

PLAY AS SHAO KAHN

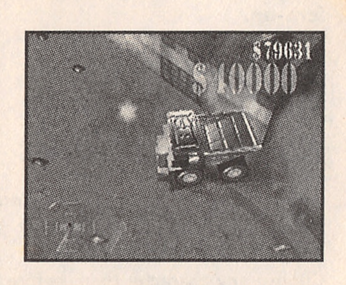
Choose any character then, before the match begins, press and hold High Punch, Low Punch and Down on the control pad. You must be holding all of these buttons before the match starts. You can continue to play as Shao Kahn if you re-enter the code in the second round and do not select Tournament Outcome. This code only works on the Kave, Pit 3 and the Rooftop.



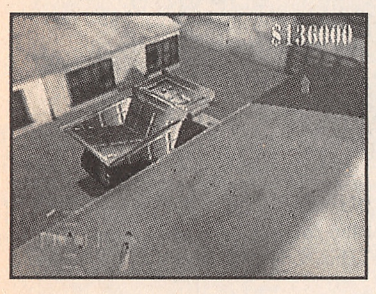
BLAST CORPS

Rare's little masterpiece is a fun-filled destruction riot and rightfully deserved the 88% we awarded it back in issue 2. And while it doesn't have the longest lifespan of any game we've seen, a couple of levels are sure to give you trouble: Diamond Sands is one.

It's teeth-gnashingly, hair-pullingly frustrating, and has been the cause of many sleepless nights here at **N64**. Here's a few tips on how to beat it.



- Drive and skid to take out the first two sections of sheds. Then, if you drive along the edge, just catching the sheds with the edge of Backlash, the section goes down in one or two hits.

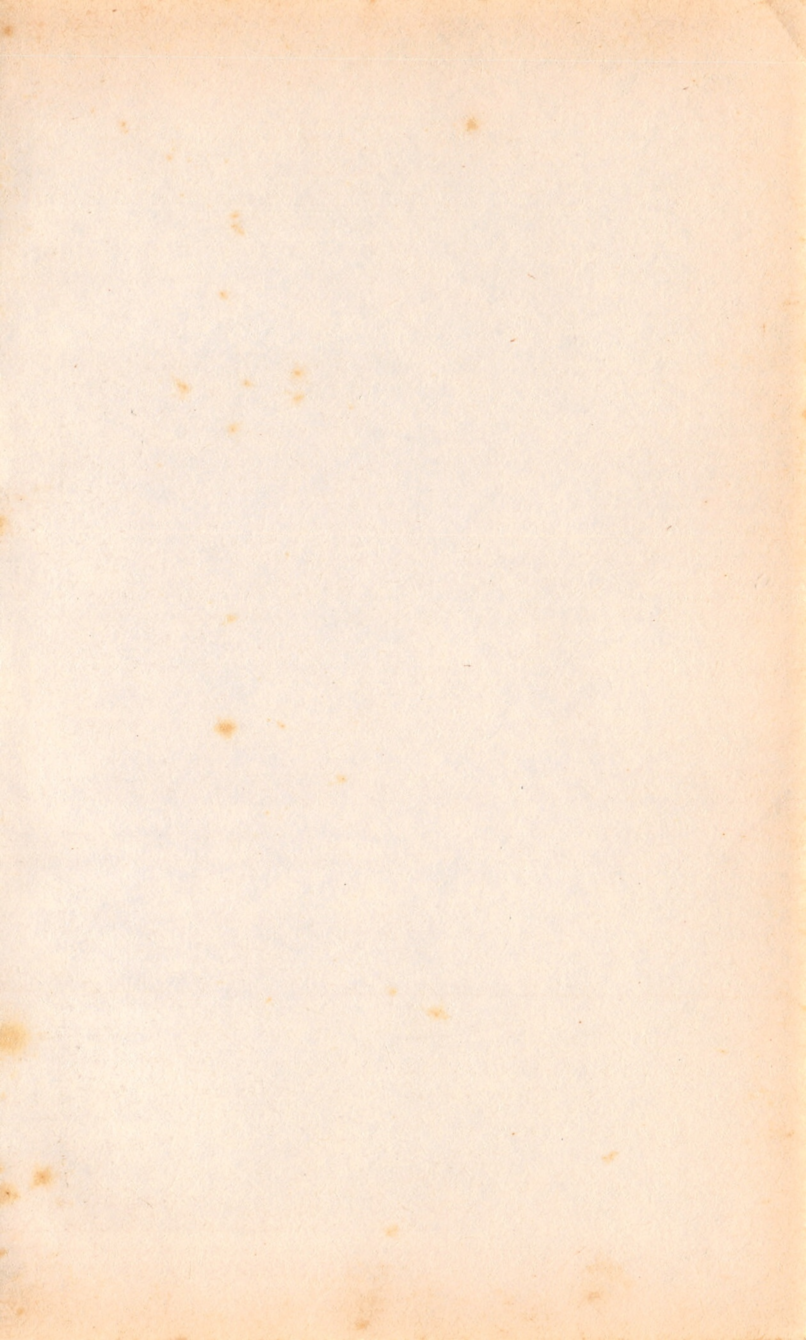


- To help you do this, you can use the railway tracks to give you a downward push on them, to similar effect. It's quite simple once you have the correct angle.

Or...

- Take out the first set of buildings on the left and right as usual. Now quickly head past the second set and powerslide into the two blue gas containers; the explosion takes out the whole of the second set, leaving you free to tackle the last bit of the level.







Super Mario 64



The game that every N64 owner should have played.



Mario masters take our speed challenge, newcomers find all those stars. This is **N64**'s definitive guide to *Mario 64*.



Presented free with **N64** Magazine issue 15. Not to be sold separately.